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February 1994 Issue 26 £2.50

TOTAL!

NINTENDO SUPER NES

NES • GAME BOY



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3D HORROR

Undead Gestapo
soldiers run riot in
Wolfenstein 3D

AKIRA

We take an early look at
the hottest game of '94

Nintendo®

What do YOU want
to ask Nintendo?

PLUS! R-Type 3 • Lethal Enforcers • T2 Judgement Day • Mario's Game Machine • Super Mario Land 3



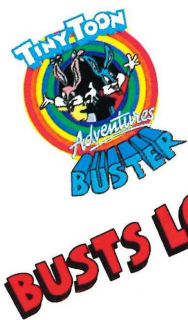
KONAMI

BATMANTM RETURNS

A TOP NOTCH BEAT 'EM UP - **NMS 90%**
BATMAN RETURNS TAKES ALL THE BEST
MOMENTS FROM THE MOVIE AND
TRANSFORMS THEM INTO A STAGGERING
BEAT 'EM UP. - **Super Action 91%**



One of the biggest and best adventures
to hit the SNES - **Super Pro 95%**
Tiny Toons is a top title grab
it while it's hot! - **COG 94%**



We think you'd be mad **NOT** to buy it! - **COG 93%**
Never has there been such a visual treat. - **Super Action 92%**



SUPER N ENTERTAINMENT

MI KRED!"



CYBERNATOR™ Cybernator is, quite simply, an AWESOME game in just about every respect. - NMS 94% It must be bought! - Super Action 91%



ZOMBIES WITH 55 LEVELS I'LL BE PLAYING IT FOR AGES. - TOTAL! 92%



SUNSET RIDERS An absolute belter! Bright, fast, loud and it looks great! A Wild West wonder. SNES FORCE 89%

NINTENDO™

ENT SYSTEM

TOTAL!

Issue 26 February 1994

TOTAL is the UK's biggest independent mag for Nintendo gamers.

FACT: Number of people who buy TOTAL each month: **70,648**

ABC Jan - Jun 1993

EUROPE'S FIRST INDEPENDENT MAGAZINE FOR

NINTENDO

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TOTAL Recall

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Nazi death in 3D

Blood and gore on the Super NES? Surely, this can't be so? Turn to page 24 to find out...



Check it out! Wolfenstein has some of the biggest character's you're ever likely to see on the Super NES.

24 Take on the entire Nazi war-machine and shoot enormous numbers of utterly irredeemable, bad guys in the Super NES's first 3D blaster. It's so good you'll want to eat powdered-egg for breakfast and smear Bisto gravy over women's legs.

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For the total Nintendo picture, we're all you need!

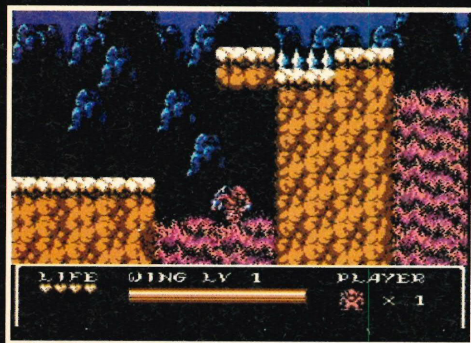


R-Type 3

30 Okay, who nicked R-Type 2? C'mon, own up? After a drab first game and a non-existent second one, R-Type 3's arrived – and it's set to wipe the floor with every other SNES shoot 'em up.

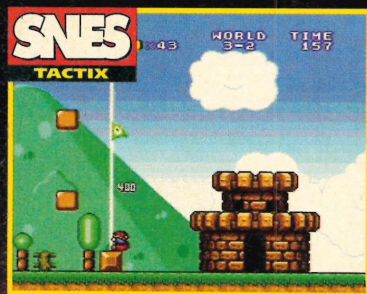
Gargoyle's Quest 2

71 Hang on a minute. The original Gargoyle's Quest wasn't on the NES, it was on the Game Boy. Still, here's another sequel that's improved upon the original.



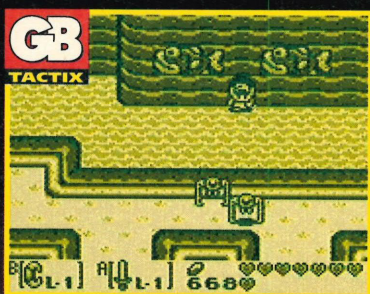
TOTAL Tactix

75 Help! You need somebody. Well, we can work it out. Erm... She loves you, yeah, yeah, yeah...



Super Mario Bros: The Lost Levels

How to make it through to the end of Mario's toughest game.



Link's Awakening

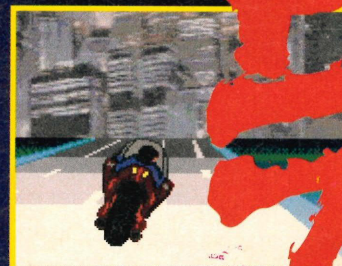
Part three in the on-going saga that is the complete solution to Zelda on the Game Boy.

Akira

34 Manga's greatest makes it onto the Super NES. TOTAL takes an exclusive look at Akira's early development.



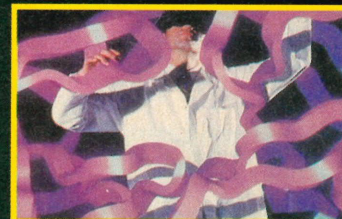
Kaneda poses for the camera. (For the Super NES actually, but you know what we mean.)



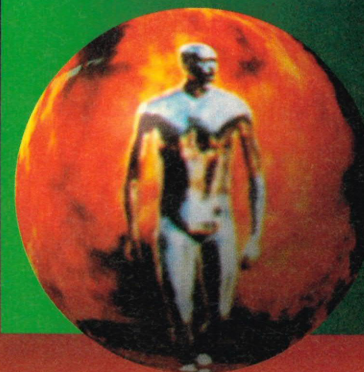
Kaneda bikes across the roadways of bleak Neo Tokyo.

Virtual War

42 Social chaos or a radical future? Frank examines the promise of Project Reality... bring VR



VR scientist in mutant tape-worm shocker! Uh, perhaps...



A through-the-helmet view of today's VR arcade machines.

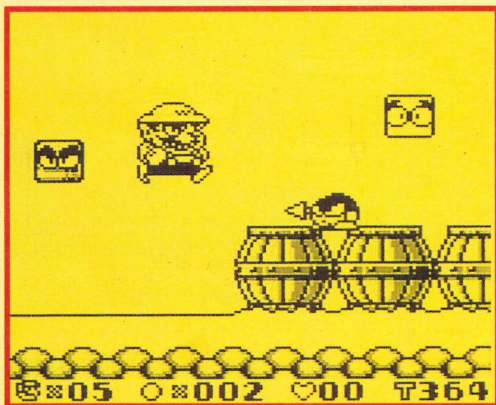
TOTAL! NINTI

In the news from TNN this month... Wario Land exclusive... price war... The latest Super NES controllers tested... New

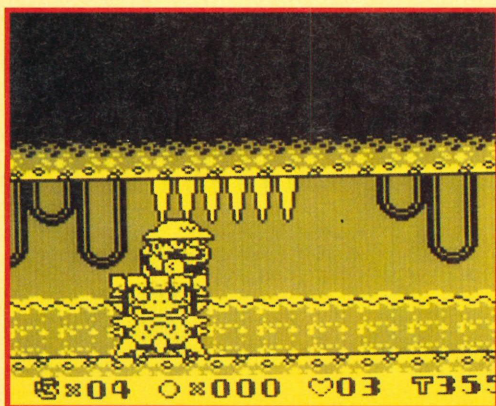


Wario Land exclusive pictures

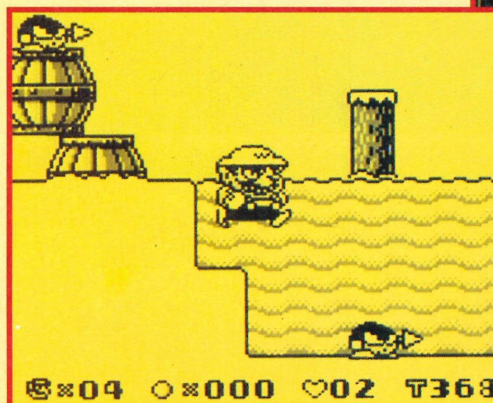
Wario Land is set to be the biggest game ever to grace the Game Boy. And here, in a world exclusive, are the very first pictures of the handheld's newest star.



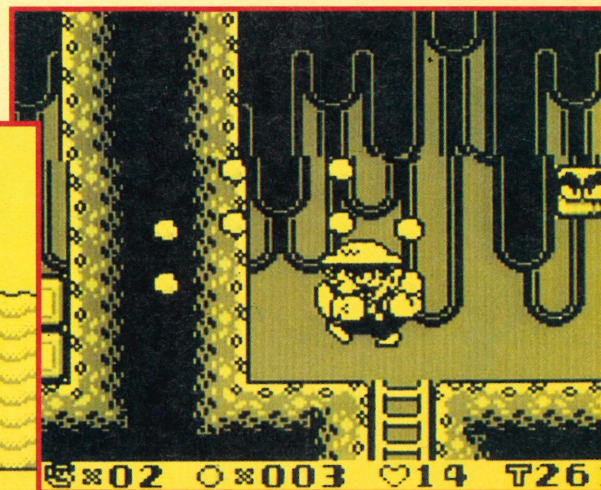
The third Super Mario Land game will star Wario – Mario's nemesis from the second game, and now a major Nintendo star.



Spikes, thwomps, moving platforms – Wario Land has everything you've come to expect from the epic Mario games.



Wario dives into the water and avoids one of the new-look, dagger-packing, bad guys.



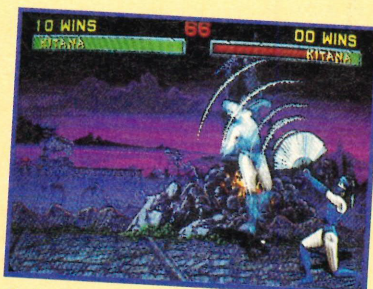
Inside the cave levels, the graphics really start to look good. If the rest of the game is up to these standards, we're in for a treat.

ENDO NEWS

The arcade version of Mortal Kombat 2... The Super NES Battletoads SNES game... And the latest from the USA...



Mileena's death move is truly gruesome – she slashes her enemy's chest with her knives!



Babe fight – Kitana on Kitana! Her main attack weapon is her attractive fan. Honest, it is.

Mortal Kombat 2 hits the arcade

Mortal Kombat was certainly the most hyped game of last year, even though Street Fighter II Turbo and Turtles: Tournament Fighter knocked it senseless when it came to gameplay.

Now the hype-machine looks set to roll once more, with the arrival of

the arcade game, Mortal Kombat 2. As you'd expect, the sequel adds a few new characters and moves to the familiar formula.

There are now twelve characters instead of the original eight, and seven of the twelve are completely new. Liu Kang, Scorpion, Sub Zero, Raiden and Johnny Cage are the surviving quintet, while the new fighters include Kitana, Jax, Kung Lao, Baraka and arch-villain, Shang Tsung.

The gameplay's pretty much the same – it looks spectacular, but doesn't have the variety or lasting appeal of SFII. Still, there's lots of impressive animation to spy on and it's worth a £2 just to check out the game that'll (probably) be hitting your Super NES next Christmas.



This is Mortal Kombat 2's very own Dirty Dozen. Only five of the original's cast made it through to the sequel.

Grim '94 for NES

Last autumn, it looked as if Nintendo were going to revitalise the NES market with a series of new games, lower console prices and a re-launch of the system with the new-look Japanese NES. A few months on, however, and it's clear that the NES is being left on the shelf by both developers and high street stores.

Our Price have said they're ditching NES carts, and other stores

look set to follow suit. This is hardly surprising considering this year's release schedule. It barely mentions any new NES titles. In fact, hardly any of the third-party software companies are bothering with new NES games. This doesn't

mean the NES is going to disappear overnight, there are loads of old NES carts available. But with only 12 or so new titles on the way, the NES's days do seem to be numbered.



Boxboy

Well, this is, erm, different, isn't it? Yep, that's right, it's a box designed to hold your Game Boy. Now, bear with me here, but doesn't every Game Boy come in a box, anyway? Well yes, but not – according to the manufacturers, at least – one like this. As the carefully-crafted press release states, "Just slip the gloriously techni-coloured Boxboy over a Game Boy, and hey presto – it's transformed into a living and breathing version of your favourite character." A rather miraculous claim for a bit of cardboard, if you ask me. Anyway, the Jurassic Park Boxboy is out now and costs two quid.

Would you like a cardboard box to put your Game Boy in? And would you like a bed to lie down on for a few minutes? Thought so.



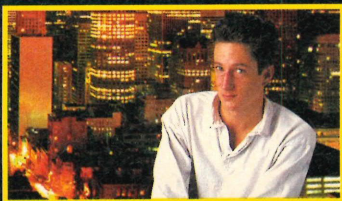
Nintendo®

What do you want to ask them?

We want hear the questions you'd ask Nintendo. You see, Frank's due to visit Nintendo's HQ in Japan next month, and he'll be taking the best of your questions with him. So, if you want your question put to Nintendo's top bods, simply jot it down on the back of a postcard and send it to: **Franks Big N Q's, TOTAL, 30 Monmouth Street, Bath, Avon BA1 2BW.** The questions will appear in a later issue of TOTAL, when we give you the full inside-story on the world's biggest video games company.

Of course, Frank won't be alone on his trip. Dedicated TOTAL reader, Gareth Bailey, will be right there by his side. Gareth was the lucky winner of the fabulous trip to Japan offered in issue 23 (bet you wish you'd entered now), and like Frank, he'll be jetting off to the Far East, dropping in on Hong Kong and visiting Konami's HQ. Lucky git!

WAY OUT WEST



Neil West, TOTAL's laid-back, American reporter, returns with all the latest Nintendo news from the US of A.

If you want to get ahead...

...Playing Street Fighter II, get a hat. Or so the Americans would suggest. A new range of Street Fighter II caps have been released in the USA, and they should be finding their way to select UK outlets soon. On the front of each cap you'll find a very tasteful picture of a SFII character, while the back is decorated with their name (probably to remind you who the scary looking chap/thing/muscley bird in frilly knickers is, or perhaps so you know which way round to wear it).

But here's the cunning bit, on the side of each cap are the instructions for the character's special move! No use to you, of course, and potentially dangerous as frantic SFII gamers grab your head and jerk it through a neck-nobbling 90° when you're walking through an arcade.

Come and try one on, if you think you're hard enough.

Double Dragon, the movie!

Remember the classic coin-op, Double Dragon? It was one of the first forced-3D beat 'em ups, and influenced a generation of consequent games including, Turtles, Battletoads and Golden Axe. Well, those crazy Americans are set to pay homage to this grand-daddy of the gaming scene - with a movie of the game. Very bizarre, indeed.

Mortal Kombat... The movie!

Yep, Mortal Kombat, the movie, has been given the green light. New Line Cinema, are the Californian-based production company responsible for the project. There's currently no news about how the script, casting and plot departments are shaping up, but we do have news of the film's producer. He's Larry Kasanoff, the producer of, erm, the movie that will eventually be Mortal Kombat. Oh dear.

Still, despite scepticism on our part New Line's spokesman remained undeterred. "I'm sure our movie will be a lot grander than the Street Fighter II movie," he declared.



Will MK beat SFII at the box office? And does anyone care?

Talking of which...

Street Fighter II, the movie (I'm beginning to feel like Barry Norman here) is all set to clean up later this year. But if you just can't wait until then, here's what the

movie's makers have got lined up for you...

The film starts with Bison ordering Balrog, Sagat and Vega to break into the house shared by Ken, Ryu, Guile, Dhalsim, Zangief and Chun Li to kidnap Dhalsim. Evidently, they get away with it and whisk him off to Thailand. (Though what Chun Li and the rest were up to when they failed to hear three yobs sneak in, beat up their mate and kidnap him is anyone's guess.)

Dhalsim's apparently been tinkering about as a scientist in his spare time, and has come up with something that could thwart Bison's plans to destroy the world. Hence the kidnapping. And a perfect excuse for about an hour and a half of extreme violence.



The Street Fighter II movie will not look like this.

Kid Icarus on the SNES?

Rumour has it that a SNES version of the NES classic, Kid Icarus, is currently in development. If my source is correct, the game will be a whopping 24-bit cart and won't be released until 1995. So don't start saving your money just yet...

Project Reality - more rumours

Trying to pin down exactly what the Nintendo and Silicon Graphic's Project Reality system will be, is like trying to pin down a big, slippery thing. But here's the latest tech-spec rumour. The central processor is a 64-bit CPU running at 150Mhz (a version of the R4000 and R4400 currently used in state-of-the-art workstations). If this is true, and if the central CPU is accompanied by the usual smattering of custom chips and extra graphical hardware, then this machine will be gobs-macking. But then, who knows for sure?

Capcom USA release D&D Tower Of Doom

D&D Tower Of Doom is Capcom's hottest new coin-op (after Super Street Fighter II, of course) and it looks likely that a SNES version will be developed sometime this year. Probably the most graphically-sophisticated RPG ever produced, Tower Of Doom combines traditional D&D methods with a special easy-access game-play feature to widen the genre's appeal. For a sneak preview of what could well turn out to be one of the best ever cart RPGs, check out your local arcade for D&D Tower Of Doom.

Super NES price war

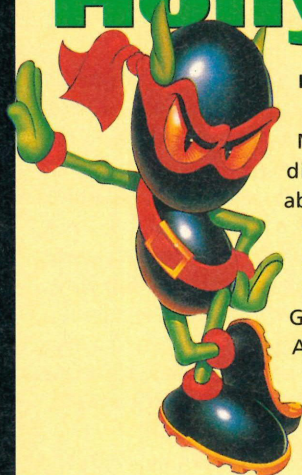
In the run up to Christmas, the Super NES pack price tumbled as high street stores battled it out for their share of the Yuletide money. Nintendo themselves dropped the price of their Super Mario All-Stars bundle to £99, after Sega announced their own Mega Drive price-cuts. And in-store promotions pushed the prices of other packs even lower...

The All-Stars pack went back up to £129 on January 1st, but if Sega's aggressive pricing continues much longer into the new year, Nintendo may introduce a permanent price-cut which would, of course, be good news for everyone concerned. After all, more owners means more games, doesn't it?



Super NES prices could tumble as shops get more desperate for a share of the games market.

Zool goes to Hollywood



That computer game star and Ninja from the Nth dimension, Zool, is about to hit the big time in the movies. At least, that's what his creators, Gremlin, are hoping. According to our source, they are already meeting with 'leading Hollywood lumi-

naries' (whoever they are) to discuss a Zool cartoon series or animated feature. Zool's also set to appear on a glut of T-shirts, toys, sweets, toiletries and school-equipment later this year.

All this raises the question whether there are any game stars who aren't desperate to break into another field of entertainment. Are they ashamed of their pixillated pasts or what?

Techno Plus stick for £15

Now, it might not look it, but this stick's a bit special. There have been joysticks for the Super Nintendo before, and there have been joysticks similar to this for other systems, but this is a first. All four main buttons (A, B, X and Y) are on the shaft and head of the stick, while the L and R buttons are on the

base - and it's this which makes it utterly unique.

Quite how it'll play is another matter, however. Although we

haven't tested the stick yet, it looks as though it requires some major thumb movement - and that doesn't exactly make for a quick and easy to use joystick. Expect more news soon.

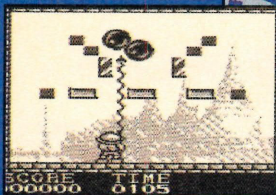


Techno Plus's latest stick is a brave attempt at a new style.

GOOD NEWS FOR YOUR GAME BOY

ACTION

Fast-paced thumb-numbing action features prominently in this classic arcade shoot 'em up. Save mankind from an invasion of killer balloons - power-ups, exotic locations, wandering baddies, and wave after wave of murderous inflatables.



ADVENTURE

A heady mix of action, adventure and prehistoric nasties combine in this excellent sequel to Adventure Island. Features some weird and wonderful pick ups, and a whole gang of helpful dinosaurs to befriend and use.



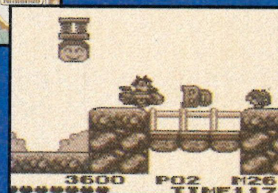
STRATEGY

Chess meets swords, 'n' sorcery meets medieval warfare in this game of high strategy. Castle Quest is a totally new kind of electronic board game for 1 or 2 players.



CARTOON

One of the history's most popular and enduring cartoon characters take on the cream of the world's super villains in this brilliantly varied action adventure. Boasting sections on land, sea and air, and a whole Magic Bag of different tricks - Felix The Cat has playability by the pawful.



TIME TO PLAY...

Competition Coupon

When you put the raised coloured letters in the correct order, you will find a wellknown SNES title from „Hudson Soft“, which can be played by up 4 people at the same time.

S U P E R [] [] [] [] [] [] [] [] [] []

Name: _____

Town: _____

Street: _____

Age: _____ Your Machine: _____

Every month we will pick out winners who will receive great prizes (t-shirts, clocks etc.). The decision of the judge is final.

Hudson Soft (Europe) GmbH • GB Competition



HUDSON GROUP
HUDSON SOFT®
D - 20095 Hamburg

WAY OUT EAST



Ninja Baseball Bat Man

No, it's not a joke. Irem, the makers of the fabulous Super NES R-Type III, really have produced a game called Ninja Baseball Bat Man. It's a Double Dragon-style, action platformer, which includes a four-player option and a heap of characters packing baseball bats. The whole game looks a bit absurd, to be honest. Good – but absurd. It's just come out in the arcades, so the chances are we'll see it in a year or so's time.



The home of Nintendo is also the home of the biggest and strangest news from the wonderful world of Nintendo.

the screen to knock-out baddies, move objects and open doors. He can even jump onto it to gain extra height. The game was lovely on the Amiga, and is out now in Japan.



Soccer Kid's unique platform gameplay is coming soon.

SHIEN THE BLADE CHASER

There haven't been many Super NES mouse games so far, and those that have been released have largely been puzzle-based titles which require plenty of pointing and clicking to affect the actions of the on-screen character. Shien The Blade Chaser, however, is nothing like any other mouse game.

You play Shien, a Ninja in medieval Japan, and, like Wolfenstein, you view everything from a first-person perspective. You have to fight off baddies by slashing at them with your dagger or tossing throwing-stars at them. Sounds great and hits Japanese shops in March.



Ninja Baseball Bat Man. He's a Ninja. With a Baseball Bat. And he's a man. Allegedly.

SLUGS, SNAILS AND PUPPY DOGS' TAILS...

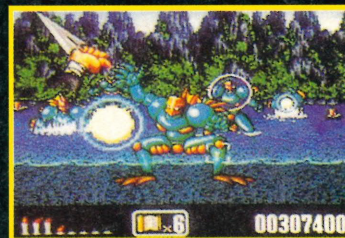
Now, this has nothing to do with Nintendo, but it's very Japanese and very odd. There's a program out for the PC in Japan called Princess Girl 2 which lets you create a little girl. You make every decision about her development. Her name, food, education and eventual career is all up to you. Get it right and she'll have a great life, but muck things up and she'll end up a right yob. Erm, yes...

SOCCER KID

This little game first came out on the Amiga last year. Now, thanks to Japanese company, Yanoman, it's all set to make its debut on the Super NES. The plot takes a bit of swallowing, mind you.

During the 1994 World Cup, a UFO steals the Cup, takes-off, crashes into a satellite and splits the Cup into five pieces which then scatter across the globe. It's up to you, as Soccer Kid, to get all the pieces back together again.

Although it's another platformer, the game does manage to add a new twist to the old formula. Whereas most games of this type have weapons, Soccer Kid has a football, which he kicks and heads around



Shien The Blade Chaser mixes Wolfenstein-style, in-your-face fighting with mouse control.

Heyger remote pads £22 or £30

Heyger's new, infra-red joypad system lets you play up to 18 feet away from the screen. And while the sensor looks a bit like a crappy Flash Gordon spaceship, the system itself works quite well, comparing favourably with conventionally wired pads.

The controller doesn't feel as good as the standard SNES pad, though. It's a bit lightweight and your thumb doesn't flip across the buttons so easily. Still, it's cheaper than Acclaim's Wireless Controllers

and does the job just as well and, unlike the Acclaim system, you can buy this one with a single pad if you want.



Aside from the ludicrous spaceship receiver, Heyger's pads are quite good.

Charles Barkley

After the incredible Michael Jordan and Shaquille O'Neil, Charles Barkley has to be the biggest name in basketball today. He's also about to feature in his own Super NES game.

The Phoenix Suns star is famous for being 'a bit of a lad' on the court – he's the Vinny Jones of basketball

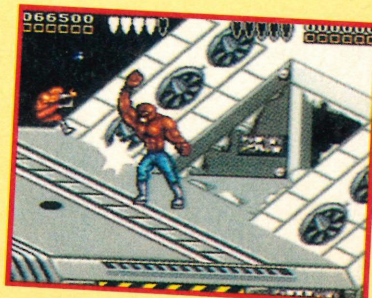
– and shouts comments like, "Go get the damn ball" and, "I'm not your role-model" in the middle of a game. What a rebel, eh? Chuck's, as yet unnamed, game is tailored to his laddish character and is rumoured to be far more violent than the average basketball sim – Super Scope compatible, perhaps?

Battletoads Double Dragon for Super NES

This game was one of the most impressive NES games to come out last year, and a Super NES version will be coming our way soon. The SNES game will have exactly the same levels as the original NES game, but the graphics and sound have obviously been upgraded to suit the Super Nintendo. It's a one or two-player game, and it looks far more impressive than the 'Toads first outing, Battlemaniacs, which suffered from over-the-top graphics and a distinct lack of gameplay.



This isn't a screenshot from the game, it's a shot of Frank jogging. (Right, Chris, no more captions for you – Frank.)



At the end of the first level of Battletoads/Double Dragon there's a meaty boss waiting.



The game completely recreates the levels, layout and gameplay of the NES original.

THE

THE GRAPHICS AND SOUND ARE FAULTLESS... YOU COULDN'T POSSIBLY GO WRONG WITH A COPY OF MYSTICAL NINJA. I SMILED ALL THE WAY THROUGH IT. SUPER PLAY 90% JAN '94



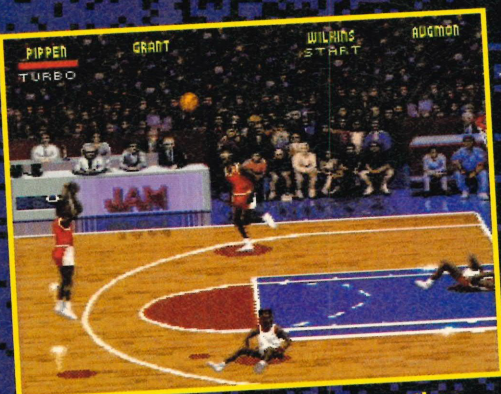
KONAMI

PREVIEWS

What does 1994 have in store for Nintendo? TOTAL's previews section is the place to look for up-to-date information on the games that will be hitting your Super NES, Game Boy and NES in the next couple of months. Chris Buxton lays the future on the line.



It looks as if the white team have lucked out with that short guy on their team.



There are no penalties for fouling other players in the game, so get stuck in.

NBA Jam

For Super NES

From Acclaim

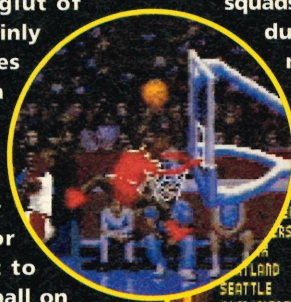
Out February

With NBA All Star Challenge, Bulls Vs Blazers and Super NBA Basketball already on the shelves and a glut of newbies on the way, there's certainly no shortage of basketball games for the Super NES. There's a shortage of good basketball games, though. Because, as incredible as it seems, none of the games which are currently available are very playable or exciting. Well, NBA Jam is set to change all that, and put basketball on the map for Super NES owners.

It's based on the massively successful coin-op and the conversion looks near perfect. NBA Jam doesn't feature full-team basketball - just two-on-two matches - but it's all the better for it. It's simple, moves very quickly and there's a terrific four-player option using the Super Multitap.

NBA Jam is packed with spectacular slam-dunks, and includes a running commentary.

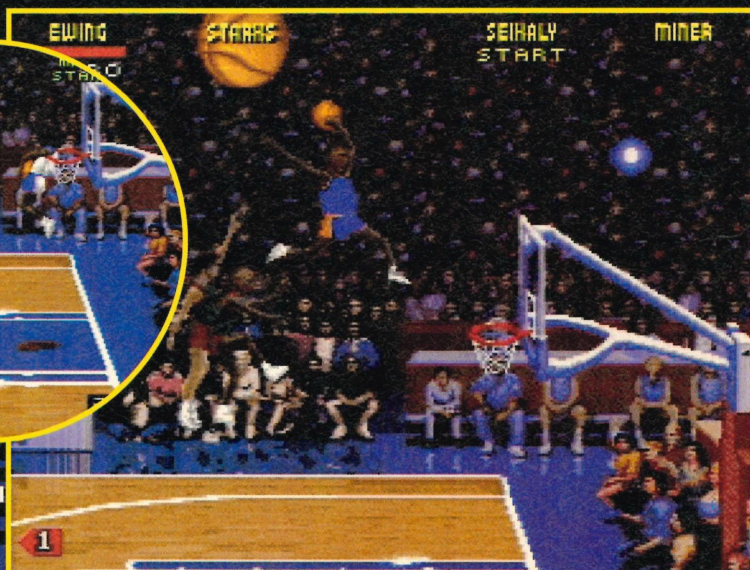
the NBA teams are featured, though obviously, the game only includes two of the squads' star players. The basket-frenzy is due to hit a Super Nintendo system near you in February, in the meantime, though, stay tuned for a full TOTAL review.



Each NBA team's represented by two of its star players. There's no Shaq, but Pat Ewing, Charles Barkley and Scott Pippen are there.



One of the things you need to learn if you want to be good at NBA Jam is how to steal the ball from your opponents. A quick shove or a well-timed block can give you the edge.



The other thing you need to master is scoring baskets. You can go for straight baskets or some incredible-looking slam-dunks. Accurate three-pointers are the key to victory, though.

The Chaos Engine

For Super NES

From Microprose

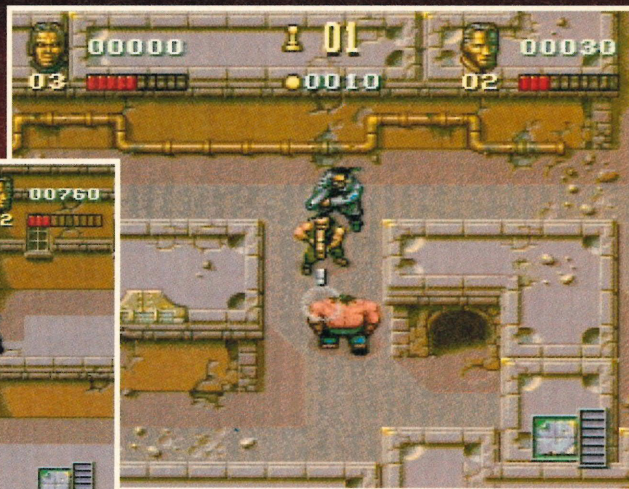
Out March

collecting money and spending it on improving their fighting skills. The Chaos Engine was a big hit on the Amiga and has the same style of graphics and music as other Bitmap games. It's out in March, and you can expect a full review in that month's issue of TOTAL.

The plot of The Chaos Engine sounds like something out of an HG Wells novel. A contraption called the Chaos Engine is inexorably tearing the fabric of the world asunder. This unlikely device is hidden deep inside the South Devon mansion of Baron Fortescue, and it's up to you, under the guise of two mercenaries, to battle past the mansion's defences and destroy the Engine.

The story may be very HG Wells, but The Chaos Engine's a pure shoot 'em up. Originally an Amiga title, it was coded by the Bitmap Brothers (whose credentials include Gods and Speedball 1 and 2). The game's a classic top-down, scrolling-blasters with shades of Gauntlet and Smash TV.

You can develop your mercenaries' capabilities by



In a one-player game, you control one mercenary and the other follows you.



The Chaos Engine is set in a Victorian, sci-fi world packed with strange technology.

Enemies come out of generators similar to those in Gauntlet. They have to be destroyed if you want to move on safely.

Spectre

**For Super NES
From Gametek
Out February**

Do you remember the arcade game Battlezone? It was a simple little shoot 'em up which let you drive a tank around a barren landscape full of wire-frame tanks. All you had to was destroy every tank in sight and that was it. The game was phenomenally popular and is pretty much the grand-daddy of every 3D game since.

Spectre updates Battlezone's basic game and renders all the tanks and objects in solid 3D. The



Spectre's split-screen, two-player set-up is great fun.

idea of the game is the same – waste all the enemy tanks in sight – but Spectre adds a simultaneous two-player option. In this game you have to capture your opponent's flag before they get yours. Simple, but effective.



Player two's about to bump into that ball. Still, he seems to be doing better than player one.



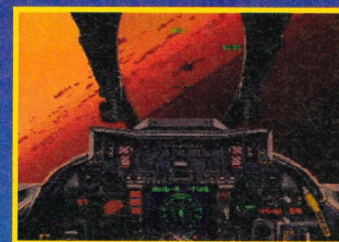
The view in one-player mode is the same as the two-player one – except for the black sky, that is.

Super Turn 'N' Burn

**For Super NES
From Absolute
Out Soon (USA)**

Flight sims don't usually suit the SNES, but Super Turn 'N' Burn looks like it could change all that. The game's not exactly technical, and is basically a shoot 'em up at heart, but all the action takes place in a fairly realistic 3D airspace.

You're a carrier pilot and you have to take-off, intercept enemy fighters, destroy them and then make it back to the flat top to pose on the deck in

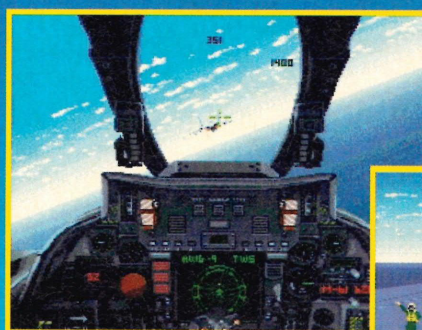


Later missions, like this one, take place at night or at dusk.

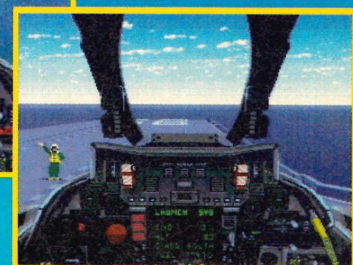
a pair of sunglasses and a leather jacket.

It looks pretty swish, the missions take place in all weathers and include night-time attacks. No news of a UK release yet, but here's hoping.

Taking off is really just a formality. Landing, on the other hand, is a much more difficult affair.



The game's primarily played from the pilot's point of view, but you can look around.



Riddick Bowe Boxing

**For Super NES
From Extreme
Out USA import**

Have you noticed how these boxing games seem to have suddenly become the in thing? Legends Of The Ring is a right corker. Muhammad Ali is coming soon. And now, Riddick Bowe's lining-up to cash in with his very own Super NES title.

Riddick Bowe Boxing, is the highly original name, and on first

impressions, it seems very similar to Sega's Greatest Heavyweights, though admittedly, the graphics have undergone a few changes.

The Nintendo version is much more cartoon-like, and it doesn't have any of the blood included in the Sega one. The game itself is quite a simple boxing scenario, with ten different punches to switch between and a damage meter for both head and body.

It works well and is fun to play, but we've yet to find out if the game will be released in the UK.



Gauges tell you the state of your head and body. Mind you, it does take a genius to work this one out.

The secret of winning a fight is to put together a decent combo to drop your opponent.

Super Macross

**For Super NES
From Zanuse
Out Jap import**

Just when R-Type 3 thought it had the Super NES shooter-market sewn-up, along comes this unassuming young pretender from Japan.

Super Macross is pretty, fast and exceedingly hard. And that's all you need to know, really. The game's virtually the same as every other horizontally-scrolling shoot 'em up in the Nintendo universe, the



Getting sucked into a black hole like is no fun. Apart from being embarrassing, you also get damaged by space-junk.

only major difference being that Super Macross features a Transformer-like ship. You can

switch between a robot, a ship and robo-ship type thing at any time, and each of the units has its own strengths. Super Macross looks great and we'll have a review soon.

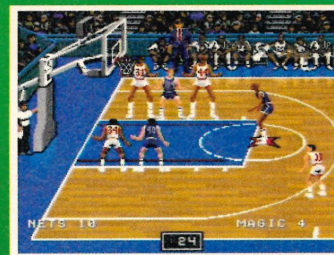
Giant ships don't just crop up at the end of the level.



NBA Showdown

**For Super NES
From EA
Out USA import**

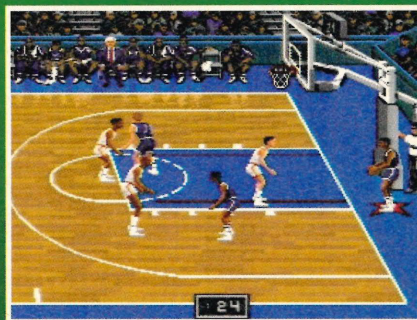
Software company, Electronic Arts seem to specialise in sports games. Or to be more specific, in 'updating' past successes and then churning them out as '93 or '94 editions (John Madden and NHLPA Hockey being the two most obvious examples).



NBA Showdown faces tough opposition from NBA Jam.

Now, NBA Showdown is a basketball title that's a slightly tweaked (although, some would say improved) version of Bulls Vs Blazers.

It has exactly the same game engine as Bulls Vs Blazers, but adds a few measly options like injuries, player-trading and new team stats. It's also faster. Apart from that, though, it's identical. Rumour has it that the UK release has now been shelved.

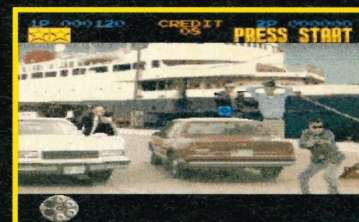


Check out Bulls Vs Blazers and see if you can spot the difference.

Lethal Enforcers

**For Super NES
From Konami
Out March**

Light gun games always seem to suffer from being a bit... Well, a bit crap. Only T2 has come up with the goods so far, but Lethal Enforcers looks like doing the biz too. You play the part of



Shoot the hostages and you'll get a demerit on your record.



Every level has a few bad guys who jump out in front of you.

a cop, and it's your job to take out gangs who are terrorising the city, robbing banks and hijacking planes. In each scene the bad guys pop up and you have to shoot them before they shoot you.

A word of warning though. Lethal Enforcers's only compatible with the game's own light gun. It won't work with the Scope.



The scenes in Lethal Enforcers bear a remarkable similarity to the Dirty Harry movies - a bank job, a hijack, and a shoot out in and around a chemical plant.

GAMETEK SURE PLAYS A MEAN PINBALL

Brilliant, Amazing, Lightning Fast, Pinball is back in fashion in a big way and for some it is the original and only true form of arcade entertainment

The tables are awesome and the pressure intense as you try and try to beat the high score. Heralded as the only pinball game worth playing on the Game Boy, Pinball Dreams is the ultimate high speed thrill.

BONUS
123



SUPER NINTENDO
ENTERTAINMENT SYSTEM

GAME BOY

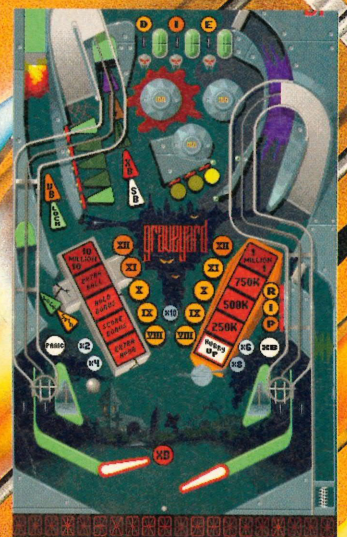
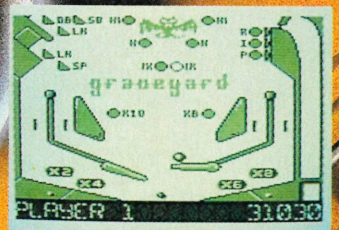
GAMETEK

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WANT TO WIN!

Frankie's Shorties Small is beautiful!

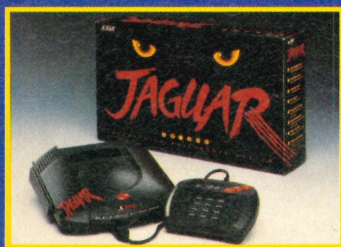
Dear TOTAL,
Do you think the Mega Drive six-button joypad is just a feeble copy of the SNES joypad?

Adam Tustian, Wantage

Dear Adam,
Not really. It's just that they need one for Street Fighter II and the original Mega Drive joypad was a bit rubbish. **FRANK**

Dear TOTAL,
When the Jaguar console comes out after Christmas, will it be better than the SNES, or just another flop?

Matt Train, Horsham



Atari's new console has the power, but does it have the marketing muscle?

Dear Matt,
The Jaguar is more powerful than the SNES, but to be honest, its first batch of games were a bit rubbish. It's not going to take over the world, if that's what you're worried about. **FRANK**

Dear TOTAL,
What's happened to your review of Sensible Soccer? And where is the game, anyway? I thought it was meant to out in December.

Ryan Metcalf, Doncaster

Have you got something to say to the nation? Do you have a burning desire to make your thoughts known? No? Well, you might as well write to us then.

Spitting venom

Dear TOTAL,
I've only got one complaint about the best mag in the world. In your review of Jurassic Park you said a Compy was a 'Venom-spitting monster of death'. Well, it's not. A Compy is a scavenger that attacks small, injured or dying animals. It's only venom is in its teeth. When a Compy bites, its venom puts you to sleep. A Dilophosaurus is the 'venom-spitting monster of death'. It's the one with the fan around its neck!

John Reynolds, Perton

Dear John,
While your facts are correct as far as the book and movie are concerned, you're forgetting one vital point. All theories concerning venom and any one dinosaur's spitting ability are just that – theories.

Since there are no live examples, fossilised corpses or preserved specimens, scientists have to guess at their relative abilities.

For all we know, they might have had laser guns. Now, there's a thought to keep you awake at night. **FRANK**



Zero 'Scope

Dear TOTAL,
I'm a not so happy owner of a Super Scope. I inherited the thing and, to be blatant, it's utterly useless. It's awkward, battery consuming, and there's not even any decent games for it. Yoshi's Safari was the only title included. Why did Nintendo ever manufacture such a stupid device? It's almost as bad as Sega's Menacer. (Well, almost.)

Daniel Franks, Cork, Eire

Dear Daniel,
Fortunately, there is now a decent game available –

Prize Letter
WRITE ON!
This dudes won some fab STUFF!

WIN! WIN! WIN! WIN! WIN!

Write to TOTAL and win a fabbo-brill Konami game!

Every month the sender of our prize letter wins a smart Konami game on the format of their choice.

As Konami make the excellent Probotector, the equally wonderful Castlevania and a heap of other startlingly good games, it's definitely a prize worth winning. So get writing – and don't forget to say in your letter what format you want if you win (although we get to choose the game itself).

WIN! WIN! WIN! WIN! WIN!

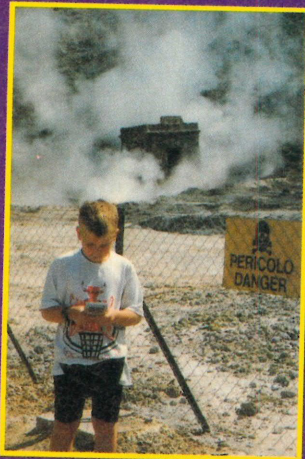
Weird Places I've Played My Game Boy

(Number 23)

NAME Scott Kavanagh

AGE 10

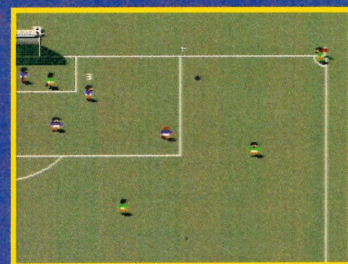
FROM Naples, Italy



From the look of this picture we're going to have to change the name of this section to 'Dangerous Places I've Played My Game Boy!'. Here's Scott Kavanagh risking life and limb to play in front of Naples' live volcano called Solfatara. Scott's fave games include Batman, Robocop, Turtles and Tom And Jerry.

Oi! We know you weirdos are out there! Send all those pictures of Game Boy-playing antics to: *Weird Places I've Played My Game Boy, TOTAL!*, 30 Monmouth Street, Bath, Avon BA1 2BW. We'll print any really *unusual* ones and send you a spanking new game for your hand-held (well, after we've played it a bit first).

Win a
GAME BOY
cart!



Top footballing action in **Sensible Soccer**.

Dear Ryan,
Where have you been? We reviewed Sensible Soccer last month. You should be able to pick up a copy by now – it was released in December. **FRANK**

Dear **TOTAL**,
Are there any plans for a Starwing II?
Richard Bonell, Kent



Starwing, but where in earth is **Starwing II**?

Dear Richard,
I can confirm that Starwing II is currently in development, but it won't be out for at least another six months, so don't hold your breath. **FRANK**

Dear **TOTAL**,
Please could you tell me how to link my SNES to a VCR recorder?
Adam Tustian, Wantage

Dear Adam,
You take the RF cable and plug it into the aerial socket on your video. Then tune in the video and start recording. Easy. **FRANK**

Dear **TOTAL**,
Will JVC make a Return Of The Jedi game? And if so, will it be any different from the other two games?
Matt Train, Horsham

Dear Matt,
Yes, but not for ages, yet. Word has it that it'll be a 3D, Super FX-based shooter. **FRANK**

Dear **TOTAL**,
Which came first the Game Boy or NES?
John Wilson, Ayrshire, Scotland



The Game Boy was a late arrival. The NES was first.

Acclaim's T2 The Arcade Game, which will be in the shops from January. It's the best Super Scope game by far. Virgin's Demolition Man will probably take advantage of the Super Scope, too. That won't be around until next year, though. Sad really, 'cos the Scope has plenty of potential.

You're right as far as battery consumption goes, but then



Nintendo's Super Scope started badly, but there's hope on the way game-wise.

most people (namely that ginger bubble-head, James Binns) forget to turn the darned thing off when they've finished with it.

I don't really understand why it uses so much power, it only has a tiny infra-red bulb to light up. It would have been far more sensible to have drawn the power from the joystick port. This would've been a simple thing to do, although it's possible that the designers were concerned about players being able to keep a reasonable distance between themselves and the TV.

Anyway, Daniel, why don't you get yourself some rechargeable batteries and a copy of T2. That should solve your problems. **FRANK**

Not quite total recall

Dear **TOTAL**,

Congratulations on a great magazine – my brother and I have every issue. Could you answer the following questions?

- 1** Why haven't you put Alien 3 for the NES in **TOTAL** recall?
- 2** Where has the SNES 4-Play Adaptor gone? I've been waiting ages for it. It was promised for November and I still can't find it in our local shop.
- 3** Will there ever be a Mortal Kombat 2?
- 4** I have £60. Should I buy Mario All-Stars, Mortal Kombat or Street Fighter II Turbo?

Andy & Chris McDonald

Sad Robots are on the loose...

Dear **TOTAL**,
I have three quick questions I'd like to ask you.

1 Do Konami have any plans to release Castlevania III on the Game Boy, Castlevania V on the Super Nintendo, or Castlevania IV on the NES?

2 Which is the best joystick for the NES?

3 I've heard about some kind of robot accessory for use with the NES. Can you tell me more about it?

Angeline Adams, Ulster



Which pad? They're all so bloomin' similar.

Dear Angeline,
1 There are plans for all of those, and each is as likely as the other. Having said that, rumour has it that a new Super NES

game is already in development.

2 Sadly, the joypad that comes with the machine is still among the best, but the NES Advantage is a tasty piece of kit.



The nifty Advantage joystick is lovely.

3 It's called R.O.B. – Robotic Operated Buddy, which is a bit sad. As is the product itself. It was launched with a game called Gyromite and you controlled an on-screen character, while R.O.B. sat beside your NES making funny noises and spinning around.

It's probably still around in the dark corners of video game stores, but don't kill yourself looking for it. It's really not worth it. **FRANK**

Dear John,
The NES was first by a couple of years. (If you count the Japanese version, it's more like five years.) The Game Boy turned up fairly late in the day – it didn't make its debut until 1988. FRANK

Dear TOTAL,
One of my friends reckons he's got Aladdin on the Game Boy. He has a reputation for talking bull. Is this just a classic white lie?

Matt Patey, Caterham

Dear Matt,
Your friend is a top fibber. Why not ask him to show you this fabulous game then? FRANK

Dear TOTAL,
Are there any good role-playing games for the Game Boy?

Philip Maclean, Manchester



Zelda on the Game Boy is truly awesome to play.

Dear Philip,
There's only one choice – Zelda IV on the Game Boy. It's the best handheld game available, and one of the best RPGs ever made. FRANK

Dear TOTAL,
Is it really worth buying Mario All-Stars, if I've completed all the other Mario games, except for the Lost Levels?

John Reynolds, Manchester



Could this be the hardest game ever written?

Dear John,
Probably not, but the Lost Levels is an excellent addition to the series. Why not borrow it from a friend, and see for yourself? FRANK

Dear TOTAL,
Will a US copy of Double Dragon 3 work with an Action Replay adaptor?

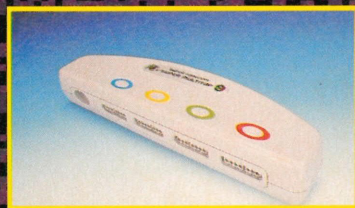
Paul Rodwell, Essex

Dear Paul,
If you're talking about the SNES version, then yes, it should work via an adaptor. Our copy does. FRANK

Dear TOTAL,
Are Nintendo going to bring out NES versions of Desert Strike, Mario

Dear Andy and Chris,
1 Erm, I think we probably forgot, because our brains have capsized.

2 It should be in the shops now. There have been supply problems, and the stores have been inundated with hundreds of angry Bomberman players, all seething and cursing.



Four-player antics are simply the best you can get.

3 Yes, definitely. It's in the arcades now, and should be on the SNES next year. Let's just hope it's more playable than the first one.

4 Either All-Stars or Street Fighter II Turbo. SFII is an excellent beat 'em up, but All-Stars offers better value for money. I wouldn't get Mortal Kombat, though, unless you're a real fan of the coin-op. FRANK

Red card for Striker

Dear TOTAL,

I think your mag is great, but I have a question for you. I bought a bargain-priced copy of Striker at the Future Entertainment Show (which, incidentally, was absolutely flabbamastic). I really enjoyed the game on the first day, but after that it became much too easy. I don't see the point in changing the teams because it doesn't even save 'em. Why did you give it such a high rating? Oh,

and could you tell me why Neil West is a git?

Andrew Brims, Surrey

Dear Andrew,
Flabbamastic, eh? I hope that's a good thing.

Striker's essentially a two-player game, therefore, the difficulty-rating wasn't as big an issue as it is on one-player games. As for Neil West being a git, it's because he lives in California and we don't. FRANK

The price is right

Dear TOTAL,

I've been reading your mag for some time now, so I thought I'd better write. Could you please answer these questions for me?

1 Recently you announced that Nintendo and Silicon Graphics would be releasing a video game, virtual reality machine in 1995. I don't mean to doubt your knowledge, but do you really think that a £200 price tag is realistic?

2 You've also just announced that Hornby aren't going to release their Super Deck. I can't understand why. I know that NES

prices have dropped, but most SNES owners would prefer a converter to lugging another console around with 'em. Do you think Hornby have considered this?

Brad, Colchester

Dear Brad,

1 Yes it is. Nintendo can manufacture the machines at a loss-making price and then



make back the loss on software sales. This is how they've always done business. The UK market is a bit tricky in terms of price, and tends to fluctuate more than the USA or Japan.

2 Yeah, but it still drastically reduces their potential sales' figures. A new NES would ensure complete compatibility and would come with a power supply and joypads. The Super Deck is, alas, no more.

The TOTAL truth

Dear TOTAL,

I am very confused about the SNES game American Lamborghini Challenge. I bought Issue 23 of TOTAL, and on reading the review, I noticed a few things. First, there was the Super Scope option, which sounded absolutely brilliant, plus you gave it a staggering 91%.

But another magazine printed different information. It gave a different price, didn't like the game and failed to mention the Super Scope option, at all.

Please tell me which review was right? I'm interested in buying the game, but I don't want to waste my money on rubbish.

Calum Sheridan, Co Tyrone



TOTAL is always right. Lamborghini does indeed feature a Super Scope option.

Pinball wizard...

Dear TOTAL,

Could you answer these questions.

1 Will there be any pinball games coming out for the SNES?

2 Are there any plans for a Mario Bros 2 film?

3 I've got SFII. Is there any point getting the Turbo edition?

Darren Page, County Durham



Ever since I was a young boy...

Dear Darren,

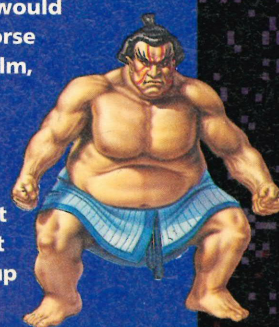
1 There are two on their way. Pinball Dreams from Gametek will be in the shops fairly soon, and Jaki Crush may be released around the same time.

We haven't played Pinball Dreams much as it's not quite finished, but Jaki Crush is pretty cool and has some fantastic graphics and

sound. The ball movement can be a bit floaty at times though.

2 Thankfully, no. If they did it would probably be worse than the first film, and that was pretty awful.

3 There is a bit more game there, but it's an awful lot of money. It's up to you. FRANK



Dear Calum,
Perhaps the other magazine failed to notice that there was a Super Scope option. Bit sad really. It's a smart driving game by anyone's standards. Except theirs, obviously. But the Super Scope option is definitely in the game. FRANK

Marking time...

Dear TOTAL,

Stop playing Mario All-Stars and answer these questions.

1 In TOTAL 23 you reviewed Top Gear 2 and gave it 87%. You said it was better than the original game, but you gave that 93%. Please explain.

2 What do you think of SFII on the Mega Drive?

3 Do you think it's worth selling my copy of Mortal Kombat in order to buy Clayfighters?

ClayFighter

Is Clayfighters any better than Mortal Kombat?

4 I have Yoshi's Cookie for my SNES and I want to swap it for Super Tetris. Can you lot help?
David Murdock, Wigan

Dear David,

1 Standards have changed since then, and besides, only the graphics were better than the original. Other than that, they're identical.

2 It's very good, but not as colourful as the SNES version and the sound is rubbish. The Super NES still reigns supreme and by a far bigger margin than some other magazines have admitted.

3 Depends whether you want laffs or violence, really.

4 Nope, but the Reader Ads section can. Just have a look and see if you can figure out what to do. FRANK

American Dream

Dear TOTAL,

Your mag is simply the best. That's the grovelling over, now could you please answer the following questions? It'll only take you a moment.

1 I'm the proud owner of the SNES and seven games. But, it takes me ages to save up for a game. I was wondering about getting a Hornby Super Deck, because NES games are cheaper. The only thing is, I like shooting games (I've played all the Super Scope ones). What guns are available for the NES?

2 This year I'm going to Canada on holiday and I just wanted to know a few things. If I bought an adaptor over there would it be like them buying an adaptor to play English games? Or would it be like me buying an adaptor over there to play their games on my machine?

3 Why are games so cheap in America, Canada and places like that? Also why do they get games earlier than us?

Andrew Crosbie, Lancs

1 The Zapper Gun and the Laser Scope are both pretty good, but the Super Deck won't actually be released now.

2 Are you quite sane?

3 Because of exchange rates and tax. And, I hate to delude you, but we get some games earlier than them.

Size isn't everything

Dear TOTAL,

Firstly, congratulations on an excellent magazine. I have four questions for you.

1 Why, when the Mega Drive version of SFII is 24 Megs, does the 20 Meg SNES version have better sound and graphics?

2 Have any Japanese companies tried hologram projection machines? You know the one's where you can play games on a table with 3D characters?

3 How many colours do you think the 64-bit Nintendo will be able to display at any one time?

4 I own a SNES and NES and I'd like to know which games have the best and worst graphics for those two machines? Right that's it for now. Keep up the brill work!

Jeffrey Baillie, Wylie

Dear Jeffrey,

1 Because the SNES is more efficient at handling sprites and scrolling. You can hold more sprites in less memory.



Axelay is a prime example of why memory isn't important.

2 Sega's hologram coin-ops work on a similar principle, but they're not very good.

3 The 64-bit Nintendo will have 24-bit colour, and be able to display over 16 million colours on screen.

4 The best graphics on the SNES are in Axelay, the worst in Captain Novolin. On the NES, the best would be Super Mario 3 and the worst Stealth ATF. FRANK

Write to...

Send all your letters to:
TOTAL Letters,
30 Monmouth Street,
Bath, Avon BA1 2BW

Sorry, but we can only answer letters in print and can't reply to anyone personally, even if you send an sae.

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Future PUBLISHING

Kart and Street Fighter. Also which is the best controller for the NES?

Keiran Bridgewater, Guildford

Dear Keiran,

Nope. None of those will be coming out on the NES. Capcom started a NES version of SFII, but it's all gone quiet over there. The best controller is probably the NES Advantage. FRANK

Dear TOTAL,

Why did Sega put an 18 certificate on Mortal Kombat, while Nintendo just censored the violence?

Sam York, Bristol

Dear Sam,

Sega have a lax policy when it comes to violence. At the moment, Americans are looking at banning violence completely. This'd make games a bit tedious, though. FRANK

Dear TOTAL,

My friend says that there will be a Return Of The Jedi cart for the Game Boy. Is this true, and if it is, when will it be out and how much will it cost? Oh, and by the way, Scotland is the best country in the world.

Calum Main, Dunbar

Dear Calum,

There is every chance that Return Of The Jedi will appear on Game Boy, but it won't be released for quite some time. FRANK.

Dear TOTAL,

Do you think Mario Paint will ever come out on the NES?

Simon Strudwick, Rushden

Dear Simon,

Not a chance of that, I'm afraid. You'll just have to use crayons for now. FRANK

Dear TOTAL,

I've heard that Sim City 2000 is currently in production. I'm a great fan of the original, and I'd to know if it'll come out on the SNES.

Tom Berryman, Radlett

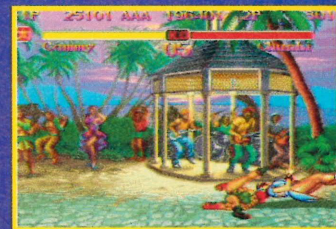
Dear Tom,

It is in production, and although the SNES version will be nice, it will also be very slow. FRANK

Dear TOTAL,

Why did Capcom make SFII Turbo and Super SFII, when they could have put them both in SFIII?

Sam York, Bristol

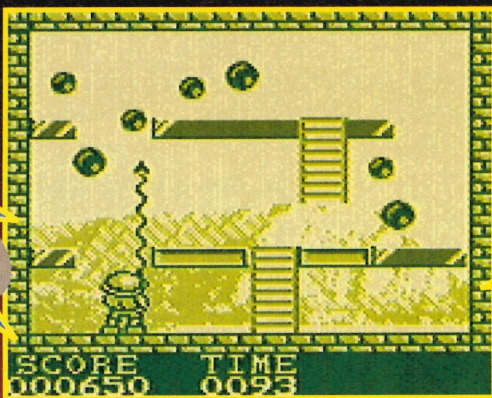


Super Street Fighter is not Street Fighter III!

Dear Sam,

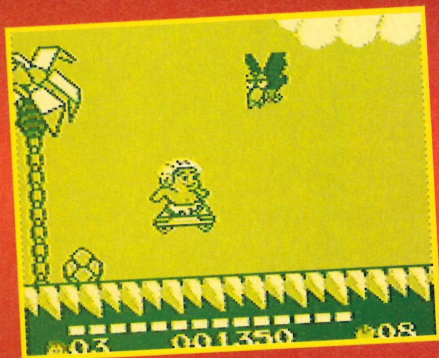
Because Street Fighter III is completely different to both Turbo and Super Street Fighter. FRANK

WIN!

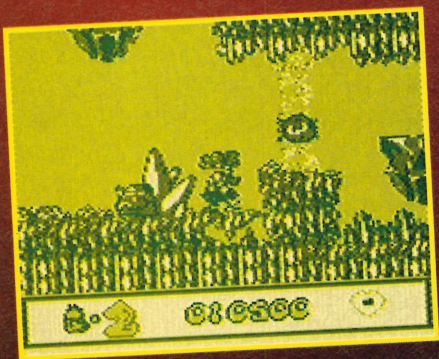


WIN!

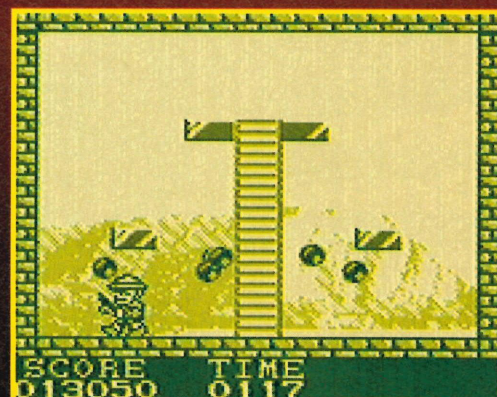
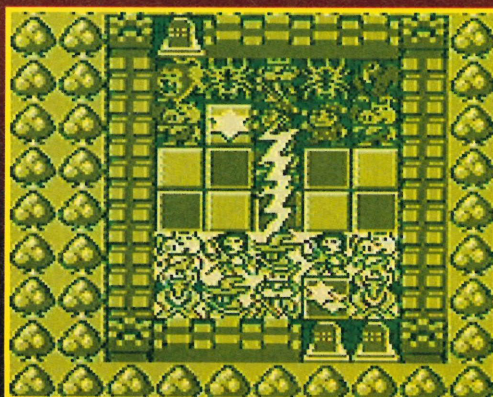
WIN A SONY GAME BOY GOODIE BAG!



Cripes! To celebrate their arrival on the Game Boy scene, Sony are generously giving away five goodie bags full of amazing Sony games and kit. Five winners will each get a bag containing Pang, Castle Quest, Felix The Cat and Adventure Island II. And as though that wasn't enough, they'll also receive a T-shirt and some stickers! The ten lucky runners-up will be able to strut their stuff in a fab Sony T-shirt. All you have to do to win this amazing kit, is answer the five questions below. They're not exactly the trickiest questions in the whole world, but it's the thought that counts... So, pens to paper, normal competition rules apply and don't ask your mum for the answers.



- 1 Which giant Japanese electronics company invented the Trinitron television?
- 2 Name a company beginning with 'S' that makes stereos and video recorders.
- 3 Which Japanese electronics firm invented the Betamax video standard?
- 4 Which Japanese corporation invented, and made a fortune with, 'Walkman' stereos?
- 5 Name a Japanese electronics company whose name rhymes with 'Bony'.



Answers on a postcard to: Sony Compo, TOTAL, 30 Monmouth Street, Bath, Avon BA1 2BW. The closing date is Tuesday March 1 1994 and big Frank's decision is completely final.

METRO

WHO THE HELL DOES HE THINK HE IS?

Strange, I didn't think I was going to like the UK Nintendo Champion, Metro. The smug, pretentious, over-confident megamouth is always swaggering around, thrashing all-comers at Street Fighter II Turbo, and to make things worse, he sang a rap song at the Future Entertainment Show. To my absolute astonishment, though, he was actually a decent bloke!

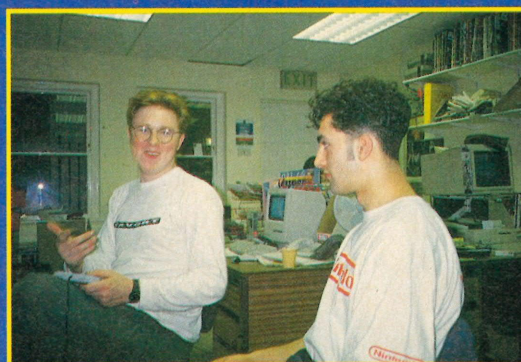
Metro had a bit of a reckless youth, growing up on the mean streets of south-east London. He left school with five GCSEs and a City And Guilds in maths. Hardly qualifications for a Nintendo champion. Seems like this Metro character's got a bit of explaining to do...

James: Did you always want to be involved in the video games industry?

Metro: Yes. When I was young, I wrote off to games magazines asking them how I could get a job. It was my long term ambition. I grew up playing games, it was my way of escaping into another world – out of our dimension – to somewhere I'd prefer to be, and where I could interact.



The blister below Metro's ring was caused by a tennis racket, rather than a joypad.



Yeah, yeah, yeah. It's a stupid game, anyway. I never even wanted to play. I'm taking my cricket-bat home.

That's why I've never been into Pinball, it's not interactive enough.

James: What was the first video game you ever saw?

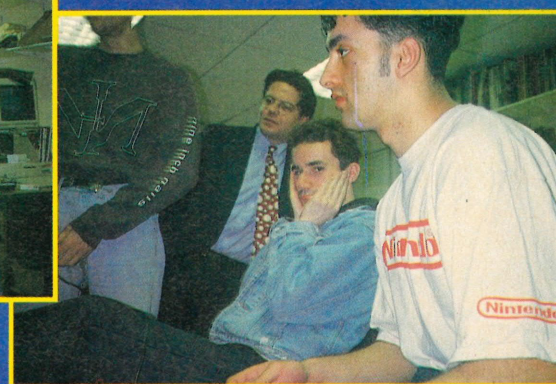
Metro: I remember seeing the old classic Asteroids advertised at the cinema. I thought wow! Back then everyone had the old black and white bat and ball games, of course. But when the ZX81 came out, I grabbed my poor, grey-haired old mother and told her it would be my last birthday present for ten years. I was well chuffed with it, Mazogs and Defender were the two games that stood out.

James: What was your next system?

Metro: I worked my way through everything! Anything that was state-of-the-art. The Colecovision, the Intellivision, the Atari, the Sinclair Spectrum, the Vic 20, the Dragon 32, Commodore 64, and the Amiga. I've been through the lot! I even had a Sega Master System once!



During the war they would have described Chris's condition as shell-shock.

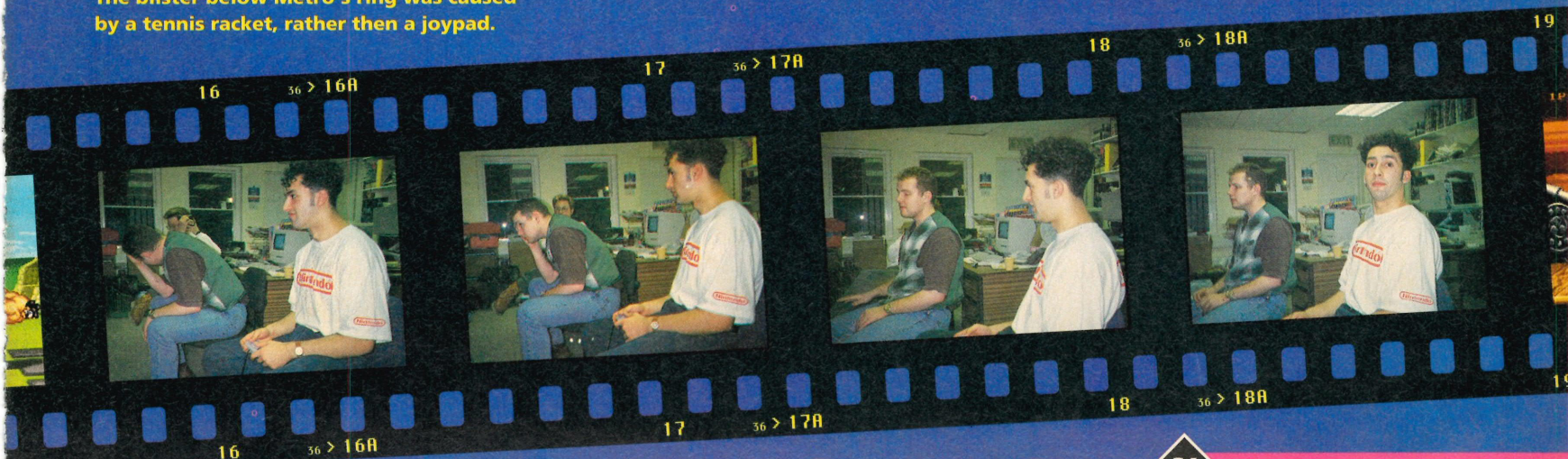


James: Obviously, you now spend your days hacking and blasting on the Nintendo systems, but that still doesn't explain how you came to be the UK champion.

Metro: I was working in a toy shop as a Nintendo rep when the job of Nintendo Champion was first advertised. I just thought, 'Sod it! I'm good enough'. There were over 500 people going for the job. It was a really tough selection process. There was loads of game-playing tests and some nasty interviews.

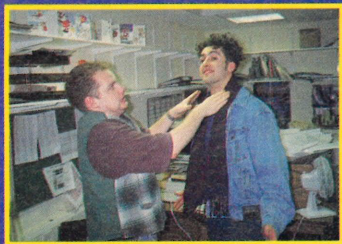
James: So, when you were selected, did you have to endure some bald-headed, hard-man, Nintendo instructor shouting at you?

Metro: No. I already knew how to get a lot out of the games. It was always a hobby. I just had to practice more. I did it in my spare time and now I do it as a career.



For another £10 we could've got Rik Mayall

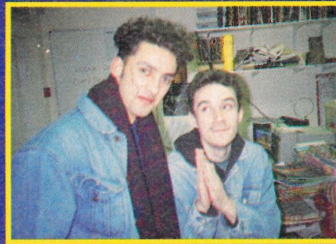
The TOTAL crew make the most of meeting Nintendo's (second) biggest star...



Frank and Metro go from sworn enemies through to...



... Best mates in the wink of a camera shutter.



Please don't hurt me any more, Mister Metro, Sir!



Word Bitch! rrrrrspect goin' out to the man - Metro!

► **James:** It's well known that you don't drink or smoke, so what do you do in the evenings?

Metro: Get about eight guys 'round, cram 'em into the house, raid the fridge, dial out for pizza and sit down and play video games all evening. All night. Sod tomorrow morning - enjoy yourself. It's a lot better than going out.

James: What do you look for in a game?

Metro: Two-player modes, multitap options and playability. Sod the graphics, they don't mean anything. I mean, look at Zelda. The graphics aren't the best, but it's a fantastic game. The amount of

hours you need just to complete - it took me over 150 hours. I loved the Game Boy version. It's just quality from start to finish.

James: What's the toughest game you've played?

Metro: Badly programmed games like Robocop 3. Other than that, Mario Lost Levels is probably the hardest. I clocked it, but it was tough. Street Fighter II is a hell of a tough game, too. You've got to know exactly what can be done to counter attack every move. That's the beauty of Turbo.

James: what about Mortal Kombat on the SNES?

Metro: The arcade version looked stunning. Nice speech, digitised graphics. Amazing advertising - Ice-T and Vinny Jones on billboards. Brilliant. It was a let down by the gameplay, though. Complete cack. Seen it. Done it. Why do it again tomorrow? They're all getting on the band wagon now. How many beat 'em ups have there been since SFII? We want to see different games. We don't want to see beat 'em ups trying to outdo the best beat 'em up ever. That just ain't going to happen.

James: Are video games over-priced?

Metro: Some are, some aren't. It depends entirely on the game category. The hardware is very well

priced. Quality software like SFII Turbo is worth its weight in gold. I can't see why anybody should disagree. Turbo is a pixel by pixel conversion from the arcade. It's literally arcade perfect. How can you criticise it as over priced when the arcade machine costs over £600? You'll play that sort of game forever. Some games aren't up to the prices they're charging. If you find a brilliant game, though, you'll play it week in week out. Those sort of games are definitely worth the price.

James: Are video games good for you?

Metro: Definitely. It gets your reflexes going, your mind working. You solve puzzles. It all helps you out in life. I hear a lot of people saying it's bad for your eyes, I suppose it could be to a certain extent - if you're not disciplined. If you're young, it's up to your parents to dictate how much you should play. They should enforce the discipline. Some games are addictive, simply because they're of such a high calibre - they're so enjoyable that people won't put 'em down.

James: What would you do if you were told you could never play another video game?

Metro: I'd get very angry and start boxing again.

FACT FILE

STATS

Age: 22

Height: 6'1"

Weight: 12 stone 4lb

Lives in: Richmond, London

Marital Status: Single

In pockets: Orbit sugar-free chewing gum (peppermint flavour) and a buspass

FAVOURITE THINGS

Beat 'em up: Street Fighter II Turbo

Shoot 'em up: Axelay (Because of the music and graphics. He's also looking forward to R-Type 3 on the SNES)

Platformer: Mario's Lost Levels

Films: I'm Gonna Git You Sucka!

TV show: Match Of The Day

Band: Snoop Doggy Dog (American hip-hop band)

Colour: Black

LOVES

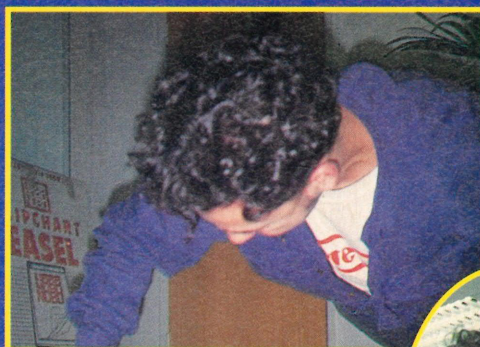
Mother, sister and food

HATES

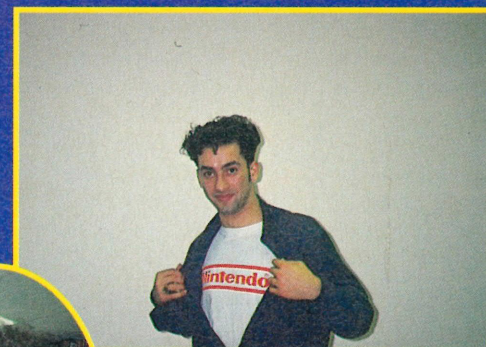
Little blue hedgehogs and bitterness

METRO SAYS...

"To be the man, you've got to beat the man!"



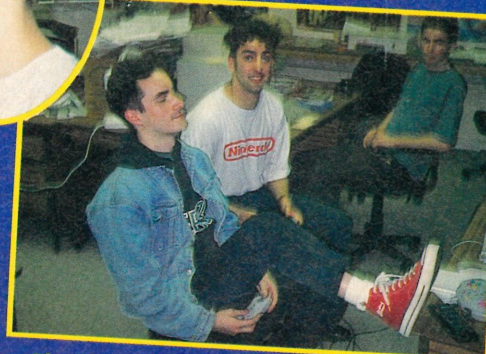
Metro's well 'ard party trick - a two-fingered press up. Phew!



Is it a bird, is it a plane. No it's Metro. Never mind, eh?



What this photo of Chris and Metro doesn't show is...



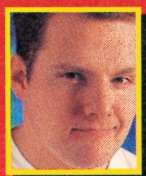
... The bizarre way Chris holds his joypad. Yee-hah. Ride 'em cowboy!

REVIEWS

Have you kept your New Year's resolution not to waste your money on any more cack games? Or are you new to the incredible world of Nintendo? Our reliable review crew are here to show you what's good, what's bad and what's so dreadful it could only be Last Action Hero.

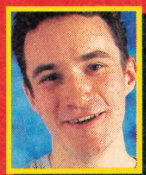
The TOTAL review crew

It's been a mixed bag this month, with some great games and some terrible ones. So, if you want to save yourself from a mountain of crap titles, put yourself in the TOTAL picture...



FRANK

After a dreamy Xmas break, Frank has returned with a new found zest and vigour – when he's awake, that is.



CHRIS

It seems Chris met a lovely lady during the Christmas holidays. That, or he's got terrible indigestion.



JAMES

James's New Year's resolution to dye his hair a normal colour was a fib. The ginger-wonder is still a carrot-top.



DANE

Dane spent her holiday painting the town red. She's now looking for a large bucket of turps to undo the damage.

SUPER NES



Wolfenstein 3D 24

3D Nazi zombies go on a rampage of terror.

Zool 28

Too cool? Or a damn fool?

R-Type 3 30

Irem gun for the shoot 'em up crown with this red-hot sequel.

Major Title 33

Could this be the golf game you've been waiting for?

T2 Judgement Day 38

Oh dear, oh dear, oh dear.

Mario's Time Machine 42

A bit of wholesome, educational fun.

Cliffhanger 46

Uh-oh! I smell trouble.

Last Action Hero..... 47

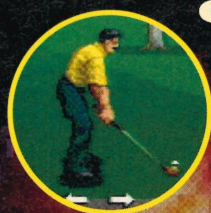
Uh -oh! I smell disaster.

Shanghai 2 48

The mystery of the Orient.

SNES Round Up..... 50

We take a look at The Secret Of Mana, Art Of Fighting, Actraiser II, NFL Football, Fatal Fury 2 and Tecmo Super Bowl.



GAME BOY



Kirby's Pinball 56

The sequel to Revenge Of The Gator is the best pinball game available on the Game Boy.

Tiny Toons 2 58

Montana Max finally meets his match as Buster does his stuff in the second Tiny Toons Game Boy adventure.

Castle Quest 60

Can you destroy the realm and kill the king in this fantasy chess-wannabe?

F1 Pole Position 66

As good as the Super NES version? You'll have to read the review to find out!

Monster Max 68

The team behind the Spectrum classics Knight Lore and Alien 8, now bring you 3D on the Game Boy.

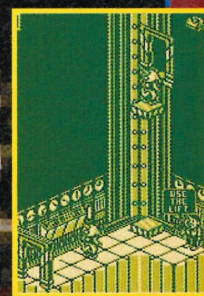
Chuck Rock 70

Prehistoric antics on the Game Boy as Chuck Rock plods through a Jurassic platformer. Oh dear.

NES

Gargoyle's Quest 2 72

The best NES platform game ever? This sequel to the Game Boy title proves that the NES can, when pushed, still turn out a decent game.



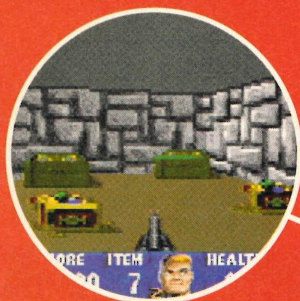
WOLFENSTEIN

This guard stands in front of a secret room full of weapons and first aid.

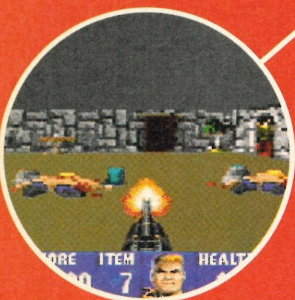


Fighting your way through...

You'll have to get the hang of using Wolfenstein's built-in mapping system if you want to find your way around a level – and make it to the exit lift.



Search this wall at the top and you'll find a hidden arms cache.



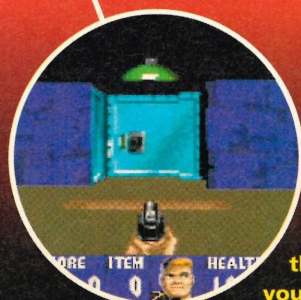
Okay, okay, stop firing! You've wasted absolutely everybody in sight.



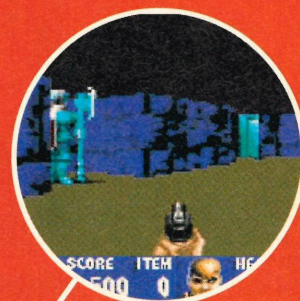
Another gruesome scene of wanton slaughter. Still, it's a job, I suppose.



Clear the final room, get into the lift and head on up to the next level.



You start off in a little room with no distinguishing features – except, that is, for the steel door in front of you. Guess what you have to do.

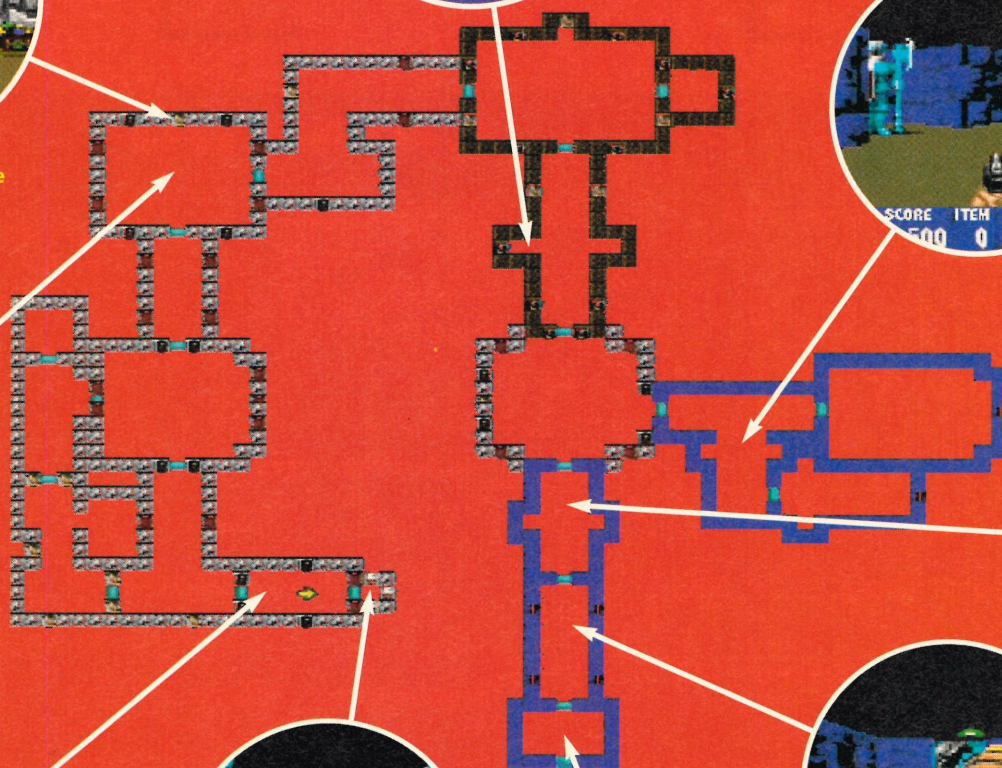
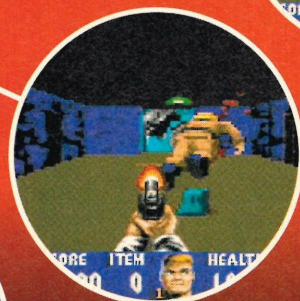


Looks safe, but there's bound to be a guard in here somewhere – there always is.

There's another couple of guards in the next room. Dispatch 'em quick.



Here's the first 'proper' room. Pick off the guard with a well-timed shot.



STEIN 3D

For Super NES (1 player)

From Imagineer

Price £50



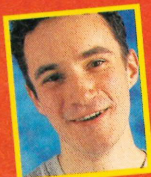
The flame-thrower is one of the hardest weapons, but it doesn't last very long.



Close up death! Get this near to a boss and you can start shopping for headstones.



'Halt!' Cries the guard in an uncannily American-sounding accent. (Like all the best war films, the Huns don't speak German.)



"Don't mention the war." Chris 'Blighty' Buxton follows family tradition by becoming the third generation of Buxtons to do battle with the Hun.

Now be honest, when you turned to this page and casually scanned it, what was the first thing you thought? Was it – 'Crivens! Not another violent video game. I'd better not read this or I'll be in league with Lucifer before you can say sensational tabloid journalism?' Or was it

– 'Hmm, those graphics are a bit blocky?' It was probably both, because blocky violence is what Wolfenstein's all about.

The object of this game is very basic indeed.

You have to fight your way through a Nazi castle floor by floor, mercilessly wasting every Stormtrooper you come across. The

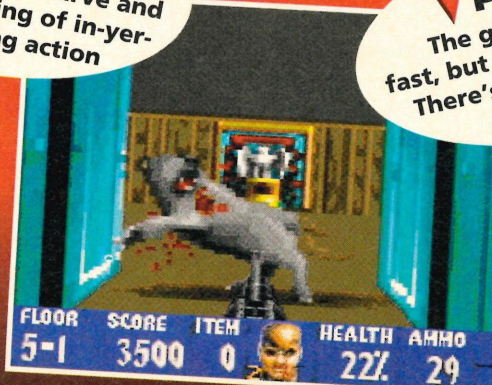
ultimate aim is to reach the top of the castle and assassinate a top Nazi agent who's armed to the teeth with not one, but two six-barrelled mini-guns! On the way, there are some stolen treasures to liberate, loads of secret rooms to discover and an awful lot of soldiers to shoot, burn, stab and generally dispose of in a violent manner.

NAZIS
Fast 3D graphics, a friendly difficulty curve and an ample helping of in-er-face blasting action

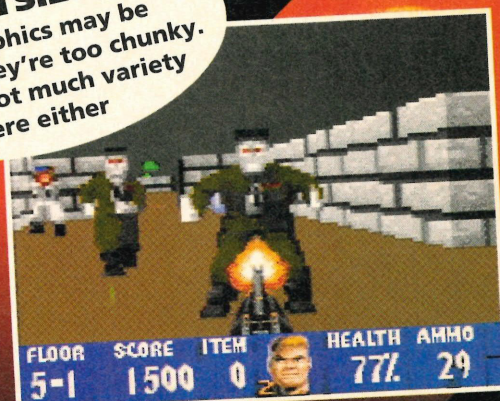
PATSIES
The graphics may be fast, but they're too chunky. There's not much variety here either



Run out of ammo and you'll have to resort to your knife. When the screen reddens, like this, you're just about to die.



Plugging Nazi hordes is one thing, but shooting dogs... If there's one thing that'll get Mary Whitehouse going it's this.



On later levels, you have to face a load of terrifying zombies which have been brought back to life by Nazi scientists.



Check every wall for secret rooms. Some hold weapons, like this flame-thrower.

The whole game's based around the 3D graphics. You see everything from the point of view of the soldier – right down to the barrel of the gun he's carrying. The game itself is very simple, sort of a 3D version of Berserk and Gauntlet. The mazes aren't particularly complex and there's an excellent self-drawing map which you can call up at any time.

I must admit, I was a bit worried about this one when I first saw it. The graphics are – let's face it – pretty tatty, but take it from me, the game plays really well. You soon get caught up in the action and the whole thing's very atmospheric. And it's not the simple shoot 'em up it seems...

Missions are quite tense. You can't simply rush straight into every room – well, not if you want

James says...

I've always been a big fan of Wolfy on the PC and this is a cracking conversion. The 3D effects aren't quite as smooth and the graphics are a bit more cartoony, but it's still a joy to play. There's no better way to spend your leisure time than shooting Nazi pig-dogs. Oink! Grrrr!



"Sock it to 'em. They wuz askin' for it!"

Wolfenstein 3D

Looks ■■■■■■■■■■

• Really slick and atmospheric 3D world. Shame about the lack of detail, though

Sounds ■■■■■■■■■■

• Tame gunshots and tunes, but the blood-curdling screams make up for it

Gameplay ■■■■■■■■■■

• Explore the maze, shoot the Nazis, find the exit. Simple, challenging and lots of fun

Lifespan ■■■■■■■■■■

• The difficulty levels help make it last, and the passwords stop it becoming frustrating

The bottom line

"Simple, maze-based blaster with effective 3D graphics. It could've looked better, though. As it stands, it's a good shoot 'em up which let's you kill politically-incorrect enemies"

■ Levels Plenty

■ Difficulty Hard

■ Continues Password

■ Release date January

Final score

87%

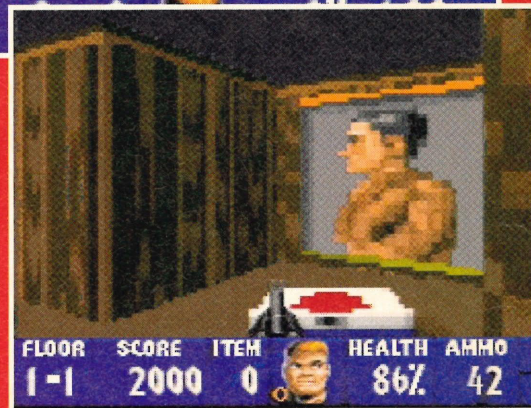
To beat a boss you'll have to stock up on hard weapons, and stalk him round his maze-like level.

to survive, that is. On the easier levels you can get away with lurking in the doorway and blasting at the troops as they rush towards you.

On the later levels, however, the troops respond faster and their guns do a lot more damage, so you have to be prepared to hit 'em and run. They also learn to follow you. So you have to make sure you finish them off pretty damn quick, or they'll scythe you down without so much as an 'auf weidersehen'.

If you're after an original Super NES game then Wolfenstein's tactical blasting could be just what you're after. It's not for the fainthearted, though – it's gory (not that that will put many people off), and it's pretty hard (you need to keep hold of weapons from one level to another to stand any chance of completing your mission).

That said, Wolfenstein is also extremely absorbing, atmospheric and – if I may make possibly the worst pun in the history of Christendom – it's 'bloody' good fun. (One more like that, and you'll be modelling the latest in designer body-bags – Frank) Erm... Wolfenstein, it's original, it's fun and it's out now. **CHRIS**



Keep your health level topped up by picking up the Red Cross packages which are dotted around the levels.

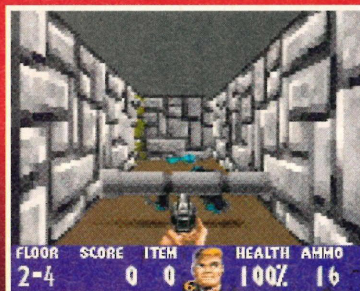
TOTAL! TACTIX



Use the 'open door' button on the top wall and it will move revealing an opening...



... This leads into a long, thin secret room. Step inside and the riches of the world are yours.



All right, that was a lie, but as you're surrounded by soldiers, a bazooka is infinitely preferable.



As you'll find out when you 'test drive' it on – and through – several of Hitler's finest.

Wolfenstein 3D

**A MASTERPIECE IN
SEARCH AND DESTROY.**



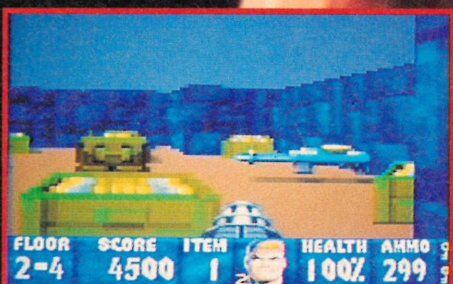
**"TECHNICALLY IT SPITS OVER THE
3D SECTIONS OF JURASSIC PARK"**

Deniz Ahmet -
Computer + Video Games-Dec 93



**"IT'S A BIG GAME AND A
SOLID CONVERSION OF THE PC"**

Deniz Ahmet -
Computer + Video Games-Dec 93



**"OOZES ATMOSPHERE
AND LOTS OF BLOOD"**

Chris Buxton-
TOTAL MAGAZINE-
Jan 94

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Imagineer Co., Ltd. under licence from Id Software.
ILLUSTRATION YOSHIKAZI KASHIWAZAKI



imagineer



SUPER NINTENDO
ENTERTAINMENT SYSTEM





This runny treacle is the most tiresome and least enjoyable platform concept imaginable. Today's TOTAL challenge is to enjoy it!

Zool slides backwards down a slippery slope. It's all a bit uninspiring really. Nice clouds, though.



Is a stereo with loads of lights and buttons better or worse? It depends.

ZOOL



Frank O'Connor QC takes time out to prosecute the game world's latest villain...

Zool was recently arrested by detectives of Britain's Gameplay-homicide division. Now, in a world exclusive, TOTAL bring you the transcript of the ensuing interrogation...

Bad Cop: Listen up, buddy. You may think you're a hero, but we just ain't convinced. I think it's time

For Super NES (1 player)

From Gremlin

Price £45

we got a little information. One way or another...

Zool: Gulp.

Good Cop: Don't worry about him – he's just a little edgy, that's all. So, Zool. I know you've got a few problems, but tell me – how did you get involved in all this? You seem like a reasonable Ninja from the Nth dimension.

ZOOLS
Good sound, plenty of levels
and some rather complicated
parallax scrolling

Zool: Well, Gremlin wanted to create some kind of platform hero for the Amiga.

I mean, Robocod was there, man, but he's like, kinda flakey – you know what I'm saying?

Good Cop: Yeah, I know what you mean. You just wanted to be involved in some kind of fast-scrolling, platform adventure, huh?



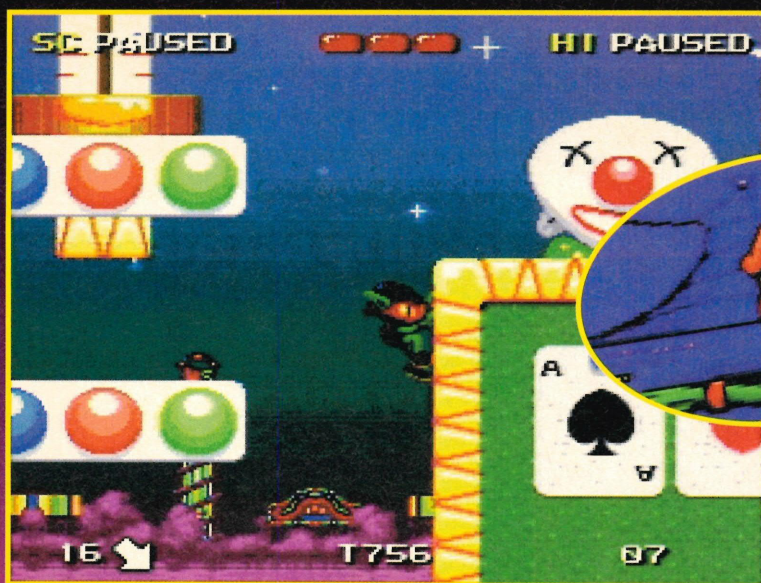
Looks more like icing than snow to me. What do you reckon? Icing. Yep. Knew you'd agree on that one!



This is exactly what Dane looks like first thing in the morning. (How do you know, Frank? – TOTAL team)



Look! Zool can stand on one leg and everything. Cor, this must be a really exciting game. Okay, maybe not.



Want to know why that clown's smiling? Because he's playing a hand of patience, instead of this infuriating video game.



This buzzin' fellow is World 1's end-of-level boss. My favourite Liquorice Allsorts are the speckled jellies, so it's curtains for him!



Zool takes to the skies in his stupid lookin' Zool-craft. Or whatever.

Zool

Looks

• They might've been good on the Amiga, but bright colours don't make a pretty game

Sounds

• Genuinely good music, sort of like cartoon rave and plenty of sampled noises

Gameplay

• Thoughtless. Repetitive jumping 'n' shooting and zero interaction

Lifespan

• No-one wants to play something this frustrating and repetitive

The bottom line

"Amiga owners are stuck for decent platform games. SNES owners are not. We expect a lot more from a game than this kind of pathetic bouncing and blasting. Stick to Mario"

■ Levels 28

■ Difficulty Easy

■ Continues Variable

■ Release date February

Final score

49%

Zool: Yeah, yeah, that's it, man. I swear to ya.

Bad Cop: A bit like Sonic, eh? I don't think I like it. In fact, I think I smell a rat. Sonic wasn't so great to begin with. Shallow gameplay, unpredictable bad guys, low interaction. Maybe you'd have been better off talking to Mario...

Zool: What are you saying, man? You saying I'm some kind of Sonic clone?

Bad Cop: No, that's not what I'm saying. I'm saying that Sonic is actually a damn sight more fun than you are. At least Sonic was well structured and thought-out. You're just a pathetic son-of-a-beach.

FOOLS
Stinky gameplay, confusing graphics and totally pathetic level design

Good Cop: Hey! Let's chill out here, guys. Zool tried his best. He's got some colourful graphics and, let's be fair, his music's pretty groovy.

Zool: Yeah, and I'm fast, too.

Bad Cop: Sure you're fast. So fast, in fact, that you collide with every bad guy you meet because you didn't see 'em in time. So fast, that jumping from a platform is often suicidal because you've no idea what's waiting for you...

Zool: That ain't fair, man. It's what the kids want.

Bad Cop: Kids don't need the kind of filth you sell. They want rewarding gameplay and a tough

challenge. You're either too frustrating or idiotically simple to be of any use to anyone. And besides, you may think your graphics are colourful, but to me they're just loud – and they make me sick to my God-darned stomach.

Good Cop: So tell us, Zool, are we right? If you come clean now, we'll go easy on you. This is the only chance you're gonna get. Once Bad Cop starts laying into you – I won't be able to stop him.

Zool: Okay, man. Just keep that big ape away from me. I admit it, I'm a bit rubbish.

Bad Cop: Book him, Good Cop. Gameplay Murder One. And get him outta here. His kind make me want to puke... **FRANK**

T!



Phoowar! Look at the dovetail on that. Zool is a big fan of joinery, and can't resist getting in close for an eyeful.



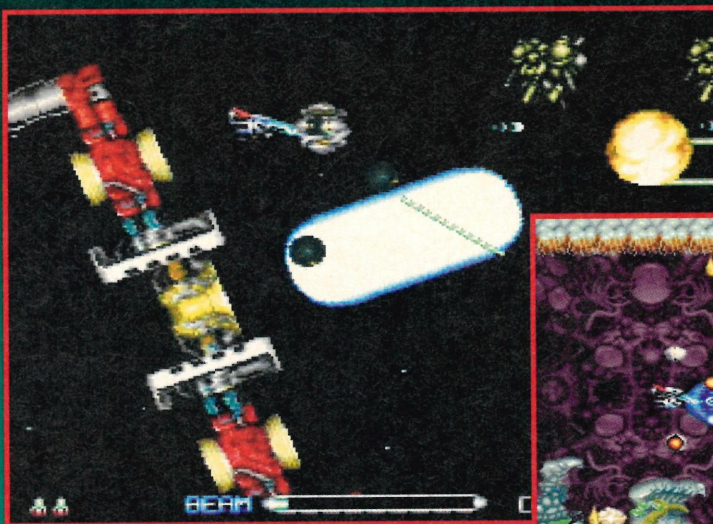
Naaaanaaas. Schtraaaaaawbries. Come on, ladies. Two ferra pahnd. Zool checks out the fresh fruit stall at the market.



Come on in, the waters lovely. Zool goes paddlin', while keeping a careful eye out for the indigenous plant life!



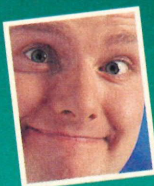
The key to making it past these ships, and through any tricky section of R-Type is timi...



Towards the end of the first level, a giant ship rotates through the screen as it tries to vaporise you with its huge jet engines.



Like the original game, level two's set underwater. Nip through that tiny gap and you can grab a power-up.

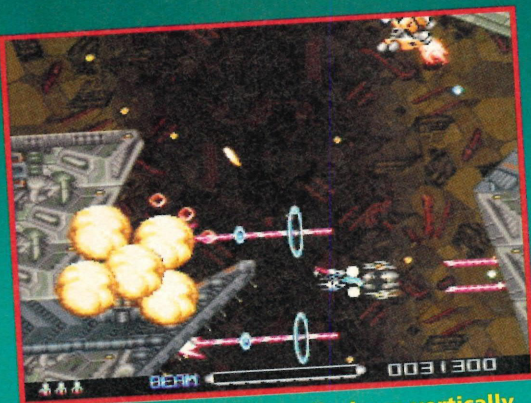


Frank wanted to be an astronaut, but NASA turned him down after he disproved the theory of weightlessness.

R-Type ranks as one of the best shoot 'em ups ever written – and with good reason. Sharp graphics, clever gameplay-features and some truly staggering end-of-level baddies. No wonder it was so massively successful in arcades

around the world. The weird thing is, the only machine to do the coin-op justice was the PC Engine. Indeed, R-Type sold more PC Engines than any other title before or since. But now R-Type 3 has arrived on the Super NES – and the PC Engine version has just bit the dust.

This is a sequel in the truest sense. It's very similar to the two previous incarnations: You



The game sometimes scrolls down vertically, but your ship's controls remain the same.



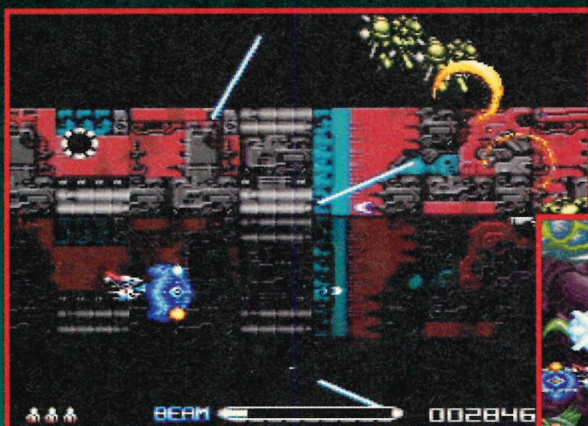
Here's a sample of the intense blasting action from the very first level of R-Type 3.

R-TYPE 3

For Super NES (1-2 players)

From Irem

Price £50



Deep inside level three and the struggling ship's under attack from all sides.



You can't see it from this shot, but that thing in the background is an enormous rectangular ship that spins around.

control the R9 fighter as it heads into the darkest recesses of the evil Bydo empire. The screen, for the most part, scrolls from right to left and the baddies attack you from all sides. Oh, and you have to shoot a lot.

R-Type 3 has a couple of features which make it a bit more interesting than the average, scrolling space-shooter. The weapons are the main attraction. You can pick up all manner of cuddly space-armour,

As with the original R-Type game, you can use your drone to protect yourself from enemy shots from the front or rear.

BLASTERS
Superb graphics, great gameplay and virtually no slowdown. Solid blasting fun

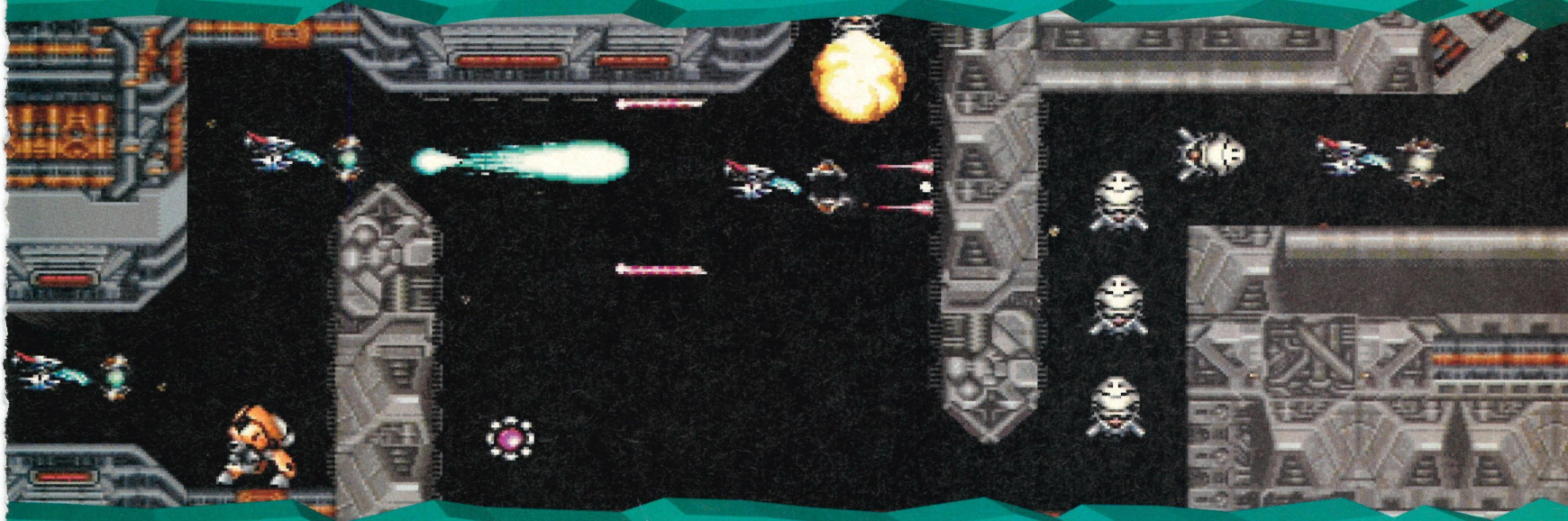
including reflecting lasers, missiles and ripple-plasma cannons. These are enhanced by the addition of a drone ship. This attaches itself to your ship and acts as both a shield and a weapon-enhancer.

You can shoot-off the drone ship at any time, and it will destroy any creatures it makes contact

with. If it's attached to your rear, it shoots-off in reverse. Learning how best to use this device is half the challenge. You also have an unfeasibly large beam weapon.

WASTER
Although it's rock-hard, it's not as huge as we'd like, and it's really just another shoot 'em up

Before you can use this lethal laser, however, you have to charge it up. You do this by holding down the fire button (at the expense of your normal weapons) while a meter builds up at the bottom of



As well as the drones, you can pick up two side pods. These float next to your ship and destroy anything which hits them.



Power-ups are carried by robots who walk, or fly, onto the screen. You have to zap 'em before they go if you want to nab the goodies.



The power beam works the same as it did in R-Type 1. Hold down the fire button until the beam bar fills up, then let loose a huge flame.



This is the strongest weapon for this particular drone. It sends out twin beams which dart forward diagonally and then fly off behind your ship. Effective, but you have to do your fighting in close.



Simple effects work well in R-Type 3. Here, the ship flies in front of a shadowy frame and behind a fully-lit one giving the impression that it's in a tunnel. It's been done before, but works well here.

screen. Once it's fully charged, you release the fire button to unleash a huge laser from the front of your ship. This will kill virtually anything it touches (barring the end-of-level nasties).

If you keep the button held down, a second meter will begin to charge. If this reaches its peak, you can let off another more powerful blast – this time filling the screen with liquid-plasma death. There are three types of beam weapons (they vary according to size and power), and you can select your favourite one via the options screen.

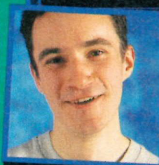
Apart from all that, it's a fairly basic shooter. Some levels scroll horizontally, some vertically. You have to defeat a huge and complicated boss at the end of every level and that's about it. The graphics separate R-Type 3 from the crowd, though. Great sprites, fantastic backgrounds and no obvious slowdown.

The music's much the same as the previous versions, but the sound effects have been enhanced quite dramatically. Playability, as ever, is what really counts, though, and R-Type 3 has it by the bucket-load. It's very, very tough. Even when you're fully powered-up, the attack waves are designed to send you home early. Sneaky baddies wheel, turn and generally fly straight up your ass.

You'll see an awful lot of reviews deriding this for being yet another shoot 'em up, but in reality, there are very few horizontally-scrolling shooters and even fewer good ones. The original Super R-

Chris says...

I did enjoy playing R-Type 3. It's got some spectacular graphics and it's a big challenge to finish. Controls are good and the whole thing's quite slick, but I'm afraid it's just like every other blaster I've ever played. It's still the best on the SNES – I just couldn't get that excited about it.



"Highly impressive but very formulaic"

Type on the SNES wasn't even in the same league as this, and even Gradius III is a bit papp by comparison. There are, however, plenty of vertically-scrolling blasters and you may want to check out the fab, if easy, Super Aleste.

This is the way that shoot 'em ups should be – and R-Type 3's an unexpected classic of the genre. Plenty of variety, plenty of levels and plenty of all-out blasting action. Not the best shoot 'em up ever written, but it's certainly heading that way.

FRANK

T!

R-Type 3

Looks



• Stunning backdrops and great sprites. Plus a very clever and subtle use of Mode 7

Sounds



• Nice re-mixes of the original R-Type themes and some superb sound effects

Gameplay



• It doesn't get much better than this. Simple, addictive and violent. Great fun

Lifespan



• Infinite continues and the relatively low number of levels brings it down

The bottom line

"Vastly superior to the previous R-Type efforts and, indeed, most horizontal shooters. Attractive, addictive and highly playable. Shame about the size of the game, though

■ Levels 8
■ Difficulty Hard
■ Continues Infinite
■ Release date Jan/Feb

Final score

88%



Don't you think those flying things look just like (Erm, 'scuse me, Frankie, but I don't think you should really go into detail – Chris)



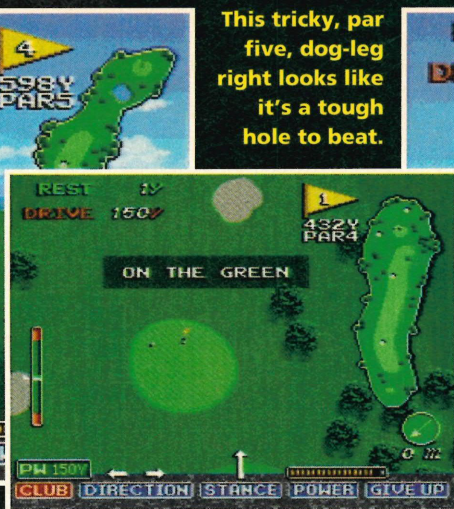
There are loads of eye-catching Mode 7 effects in R-Type 3, including this zooming, rotating boss at the end of level one.



You get to choose between three drone units (called force devices) and each one has its own set of powerful weapon upgrades.



Hmm, I'm laid up in the rough and have to chip the ball back onto the fairway.

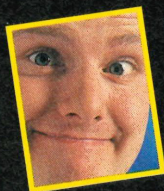


The overhead view of the golf course helps you plan a shot.



This tricky, par five, dog-leg right looks like it's a tough hole to beat.

MAJOR TITLE



It's a miracle! Our Frank finally gets a round in – and manages to get a few birdies too.

Major Title first appeared in the arcades a couple of years ago, where it earned acclaim for its spectacular 3D courses and incredible 'camera' angles. In Japan, the same arcade game was called Irem Skins – and it was under that name, when it appeared in the UK last year as a SNES grey import. Having said all that, the Super NES version is nothing like the arcade game.

Irem, obviously realised that the Super NES was a great forum for 3D tasks, but that even its exceptional Mode 7 powers would have difficulty dealing with the arcade version's tree-lined courses. They therefore opted for the easy approach, namely a smattering of vertically-scrolling courses with little maps of the fairway and green ahead. It also features possibly the most comprehensive control system ever devised for a console game.

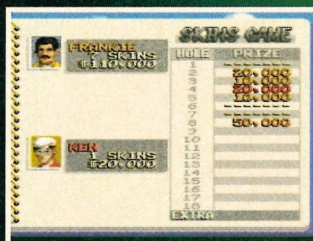
You can adjust your shot-power and club selection, you can even hook or slice the ball. In fact, you can hone every part of your shot to a fine degree. And while at

EAGLES
Clean gameplay which puts more emphasis on detail than pointless frills

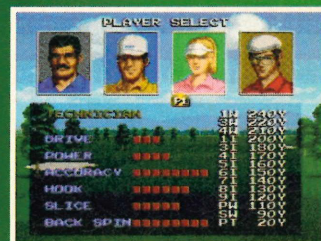
For Super NES (1-2 players) From Irem/Kiss UK Price £45



Putting takes place on this (rather plain) screen.



In a skins game, the victor at each hole wins money.



You can choose to play as one of four different pros.

first, it seems a little cumbersome, once you get the hang of it, you'll be banging balls like a good 'un.

The real beauty of this game is the wealth of options it contains. You can have up to four human players competing in the same match. You can play for 'skins'

(money), enter a tournament or simply play a practice round.

Major Title has a couple of flaws. It's a bit too easy for a single player and another three courses would've been nice. That said, this is still the best golf game available on the SNES to date.

FRANK



Major Title

Looks



• Very straight-forward. No Mode 7 and not a polygon in sight, but still smart.

Sounds



• Twee golfing tunes and plenty of crisp sampled-speech. Not much else, though

Gameplay



• A reasonably unusual control system, but it plays well and is very addictive

Lifespan



• Loners may become quickly bored, but the multi-player antics are fabulous

The bottom line

"Easily the best golfing sim available on the Super NES.

Superb graphics, loads of options and some clean gameplay. Highly recommended to fans of the sport"

- Levels 18 holes
- Difficulty Easy
- Continues N/A
- Release date January

Final score
86%

A GAME IN THE MAKING...

AKIRA





This is a shot from one of the game's sideways-scrolling levels. Hand Made's designers have tried to incorporate as much detail from both the film and comic books as possible.



This is Kaneda – one of the film's anti-heroes. The screenshot here is from one of the animated sequences that link sections of the game. Many of these sequences have been adapted from scenes in the movie.

Akira is amazing. The movie is the most expensive Japanese film ever made, and the comics sell over a million copies the first day they go on sale. And now a Super NES game based on Akira is under development. Chris Buxton investigates...

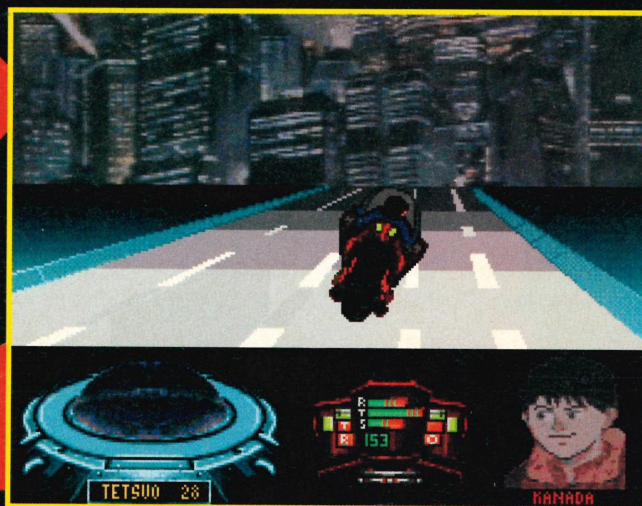
It's 2019 and Neo Tokyo is about to explode. The city is under martial law, motorcycle gangs tear through the streets and the Akira project is threatening Neo Tokyo once again. Akira the movie kick-started the whole Manga phenomenon in the UK, and it's by far the best Japanese anime to have reached the UK to date.

Akira is a stunning film, and it's been so popular that a game based on the film (and the comic book series which preceded it) is currently under development. UK-based Hand Made Software are

the programming team behind the Super NES version of Akira, but the project is far from straight-forward.

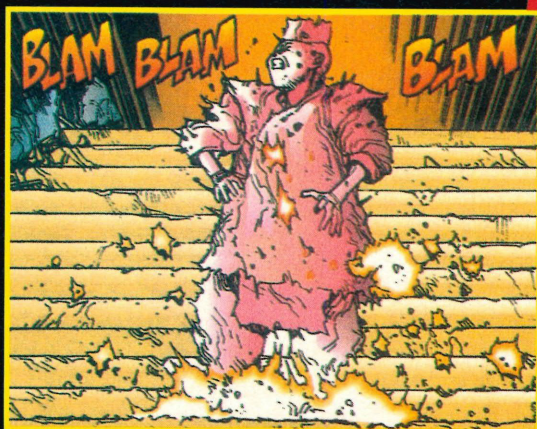
From the outset Hand Made faced a big problem. "Akira, the film, is a mess," reckons Jim Gregory, the head of Hand Made Software. "Otomo (the director of the film and creator of the original comics) meant it to be a mess. He must have assumed that a lot of people had already read the comics. We'll be basing most of our game on the comics, because there's far more depth in them. But when we need certain imagery and sequences, we'll take them from the film."

The comics contain a far more detailed story than the film, and that's why Hand Made have referred to them for a lot of their inspiration. For example, there's no sign of the Caretaker robots, the army's troop-hover platforms or the six-man hoverbikes in the film version of Akira, but they're all in the comics and will hopefully be incorporated into the game design.

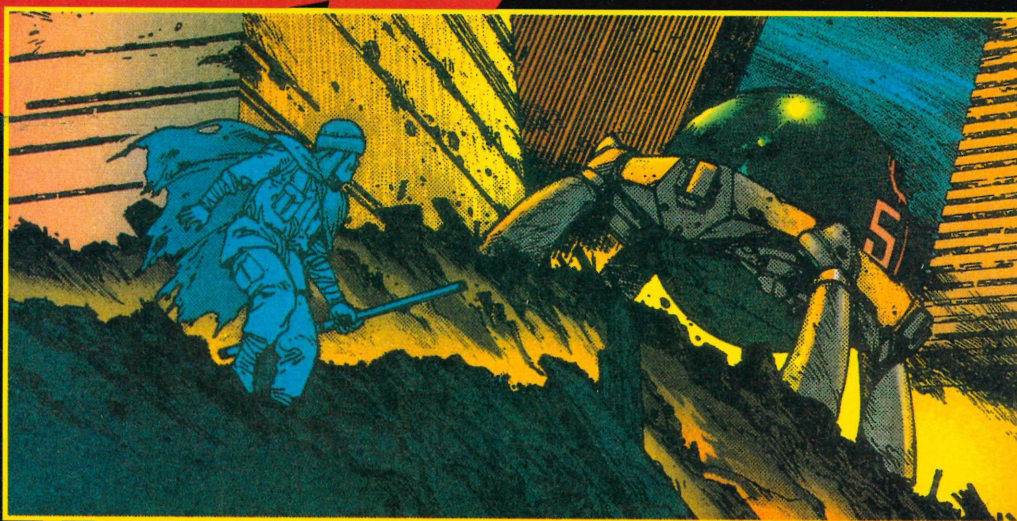


In the game, Kaneda will be able to ride around Neo Tokyo visiting different locations from the Akira world.

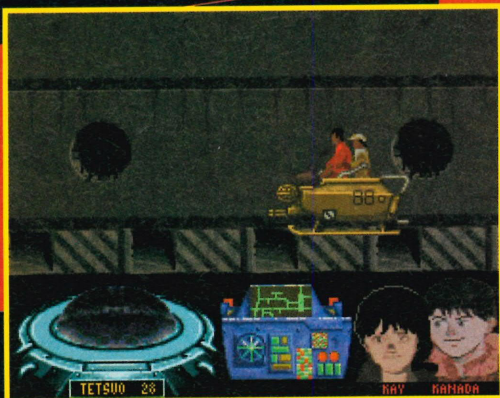
The game's based around a non-linear story-line. Set in a sort of suspended time, there are many routes that the player can take towards the game's inevitable climax – Tetsuo's explosion. The object of the game is essentially to limit the



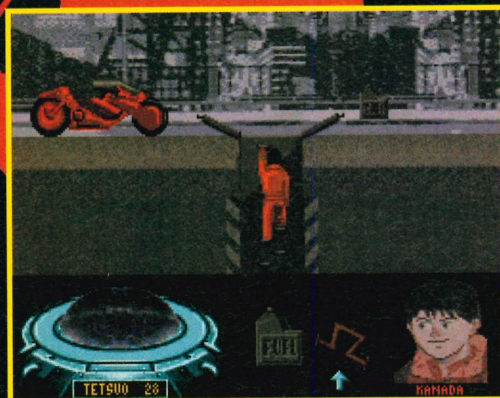
The Akira Manga comics are full of violence, gore, nudity and drugs. There won't be anything that graphic in the Super NES game, of course, but don't expect The Sound of Music – this is Akira, after all.



The Caretaker robots are just one feature of the Akira comics that didn't make it into the film, but Hand Made Software intend to include them in their Super NES game.



An early shot of Kay and Kaneda's flight through Neo Tokyo's underground sewers.



Yes, at last you'll be able to ride *that* motorbike from Akira and fight the Clown gang.

- ▶ amount of damage the explosion causes. The player achieves this by accomplishing a number of tasks. If successful the game's ending will be similar to the one shown in the film with Kaneda, Kay and most of Neo Tokyo surviving. Falter in that mission, however, and nastier things will happen.

Hand Made's aim is to recreate Akira's Neo Tokyo on the Super Nintendo. "What we're hoping to do," enthuses Jim, "is write a structure that will let you drive around the streets of Neo Tokyo in real time. So, if you come off at Junction 15 you're at the Harukia bar. Go in there and you can see the guys, get some fuel for your bike, arrange a meeting and drive off somewhere else. Now, en route you might just be attacked by the Clown gang, or you might be speeding and have to out run the police."

As you reach new locations, you'll pick up different strands of the story and get to play new game sections. There are two motorbike games – an overhead one for general riding about the city and a Mode 7 one for, among other things, fights with the Clown gang. Other game sections

Anime animation

Kaneda

Akira's programmers have already spent six weeks on the animation frames for Kaneda's running and walking moves. These frames are taken from their fifth set of graphics, and they'll change again before the animation's finalised. So, why does it take so long and why are there so many versions of him?



Kay

Kay will be able to fire psychic blasts and teleport to different places. Now, I know she didn't do any of that in the film, but it's all there in the original comics (along with some

Well, the rest of the game is based around the lead character – including the scale of the game's levels and the number of enemies you can have on screen at any one time. So it's vital to get the main sprite right before going on to the rest of the game's programming.

nude pictures which, sadly, won't make it onto the SNES). Hand Made did consider giving Kay a wardrobe of clothes to change into, but in the end decided against it.



Tetsuo's grisly fate in the film is the end of the game. You have to minimise it's effect.

include a Flashback-style side-on, scrolling platformer and a hoverbike chase through the underground sewer networks.

The game levels are going to be huge and the whole design will be on a grand scale. As Jim explains, "We want to give the impression of the scale of Neo Tokyo. At the moment I'm trying to accurately map Neo Tokyo from the comic books – I doubt whether the guy who did the comics established set locations for everything." In theory,

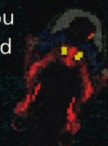


In the game, motorbike fights with the Clown gang will be handled on a Mode 7 roadway.

there'll be a maximum of 2,000 screens for Kaneda to ride through.

Akira on the Super NES certainly sounds very promising. Hand Made only started real coding in November '93 and they're hoping to finish the game by May of this year. We'll keep you up to date with the game's progress, and we will, of course, bring you a full review as soon as we can get our hands on a copy. CHRIS

T!



Five Akira videos and CDs!

Demon Records have given us five Akira soundtracks to give away and, thanks to the generous bods at Manga video, we've also got five 'collector's edition' Akira videos of up for grabs. (These special double-pack vids include both the widescreen version of the film and a documentary on the making of it.)

To enter this fab competition just answer the following question: Who directed the film Akira?

Send your answer on the back of a postcard or envelope to: Akira Compo, TOTAL, 30 Monmouth Street, Bath, Avon BA1 2BW. The closing date is Thursday 17 February, and all the usual rules apply.



F1 POLE POSITION

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as your best
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perfect race



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many chicanes and a tunnel as
shown by the dotted lines



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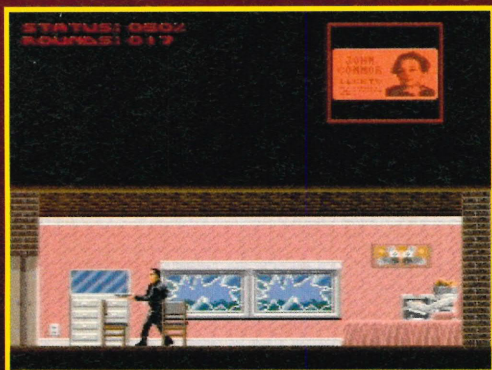
TERMINATOR

JUDGEMENT

For Super NES (1-2 players)

From Acclaim

Price £50



This is John Connor's bedroom. Not very attractive, is it? This bland screen is typical of the game's pathetic graphics.

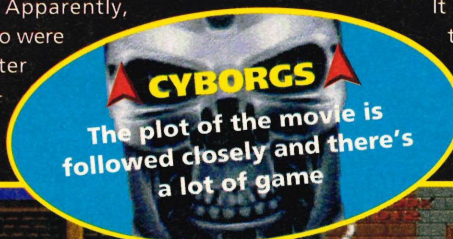


Arnie kneels down. I think he's depressed, you know. Can't think why...



Frank stares in disbelief at the worst licence ever written for the SNES. Then draws his uzi and terminates it.

Take the biggest movie of 1992. Terminator 2 I think it was. What a fab movie it was too. Apparently, Industrial Light & Magic – who were responsible for the computer generated graphics – redefined special effects forever. T2 had the biggest explo-



sions, the best computer effects and more lasers than any other movie. Ever. It also had a great plot. Sadly though, the game has none of this.

Now, if I had to do the Terminator licence, I'd probably be dead predictable and go for some kind of scrolling, platform shoot 'em up. I'd probably stick in a couple of driving levels and a touch of Mode 7, perhaps. I think a bit of exploration and puzzle-solving might be nice too. Acclaim have got little bits of everything in here, but it doesn't look like the Terminator movie at all. In fact, to be frank, it looks a bit of a mess.

It starts off in the same way as the movie – and indeed, it follows elements of the famous cinematic plot religiously – but its portrayal of the T2 action and events



Nowt happens in the bar. Just think, all this could be yours for a mere fifty quid.



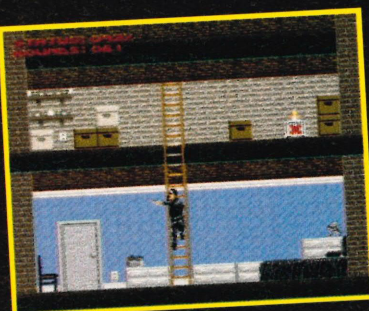
Shoot the jogger. He hasn't done anything, I just don't like him.



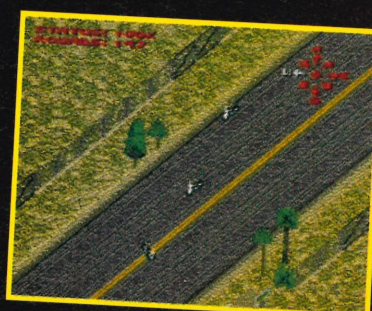
That barrel thing contains a thingy from the future which you have to collect.



There's John Connor. You've shot eight people already, and he's still ignoring you.



Climbing up the ladder is about as exciting as the game actually gets. Oh dear.



It's like Spy Hunter except you can't shoot and it's rubbish. Oh, and you have no control either.

R2

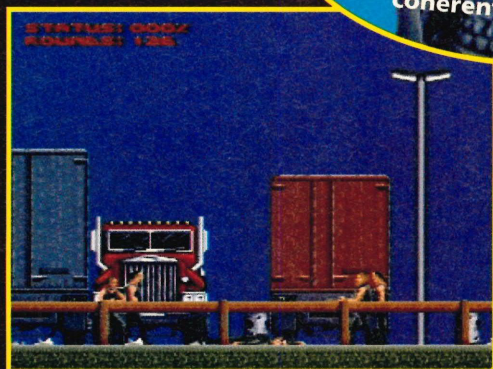
DAY

is marred by poorly conceived gameplay and pathetically inadequate programming.

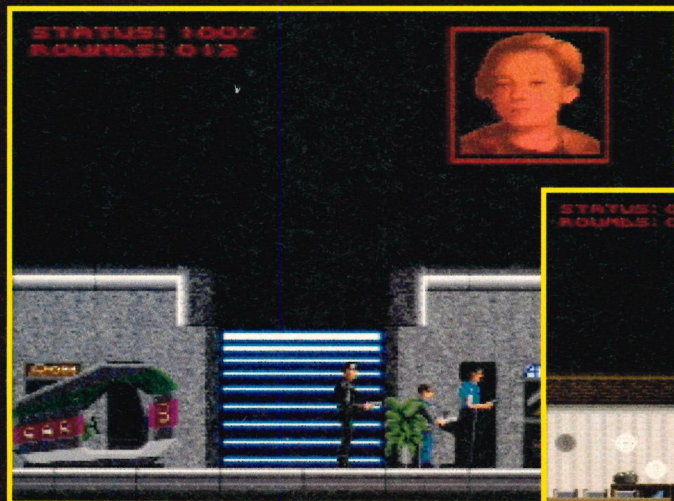
You get to control a big clunky sprite that's supposed to be Arnold Schwarzenegger's Terminator character. It doesn't actually look like him or anything – it's obviously just some kind of abstract art concept.

And the collision detection is appalling. The Arnie sprite seems to be transparent up until the time a bullet actually hits him. And try as you might, you can't punch

SICKBAGS
Sad graphics, pathetic response and a complete lack of coherent gameplay



Oh, look, there's nothing happening again. How quaint and unusual.



Shoot the copper if you like. John still won't take any notice of you.



The naked Arnie enters the pub to get some clothes. With any luck, Giorgio Armani will be in there in an extra large double-breasted silk suit.



anything which is right next to you. (You can only hit things from arm's length.)

After wandering around the horizontally scrolling parking lot, you go into the bar and nick some clothes and, more importantly, a gun. This does make life a little easier, but it's still mostly a case trial and error.

Next comes the pièce de résistance. You get to control a motorbike on a diagonally scrolling race section. This bit really is bad. Controlling the motorbike is completely insane. It sort of slides around and you have to press a button to make the thing turn corners. Smart, eh? Then it's back to more scrolling stuff and a bit more driving. And so it goes on.

It all gets very tedious, very quickly. This kind of abhorrent effort might have been okay on the Spectrum ten years ago, but it's inexcusable these days. The graphics are pap, the sound is mediocre and it's almost completely unplayable.

I can't believe that a huge licence like this has been so utterly wasted. T2 The Arcade Game was far better than this. Sorry, Arnie, but if this is the best you can do, I hope you won't be back.

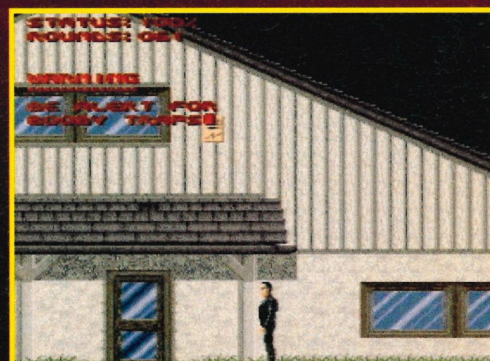
FRANK

T!

Make sure you shoot the burglar alarm before you enter the house. That way you won't be accosted by any coppers or robots.



The T-1000 finally catches up with you outside a flower shop. But he doesn't bother to hurt you if you keep walking.



If you don't shoot that burglar alarm, all hell will break loose when you go into the house. If you do shoot it, the game will be dead boring. Ho-hum.

T2 Judgement Day

Looks



• The mighty SNES is ignored in favour of drab backgrounds and ridiculous sprites

Sounds



• Erm, reasonable enough, but there's no sign of the movie's theme music

Gameplay



• A sad travesty of a game, that's as ill conceived as it is badly programmed

Lifespan



• This entirely depends on your ability to withstand pain for long periods of time

The bottom line

"It's very difficult to believe that a licence of this magnitude could be treated this badly. Acclaim should hang their heads in shame – this is a complete shambles"

- Levels Loads
- Difficulty Hard
- Continues Infinite
- Release date ... January

Final Score
31%

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"More levels, more puzzling than ever. The Empire Strikes Back is a monster"
93% - GB Action

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VR

Wild Palms was compulsive viewing here at TOTAL, but did you realise the VR technology featured in the show will be in UK homes in less than two years?

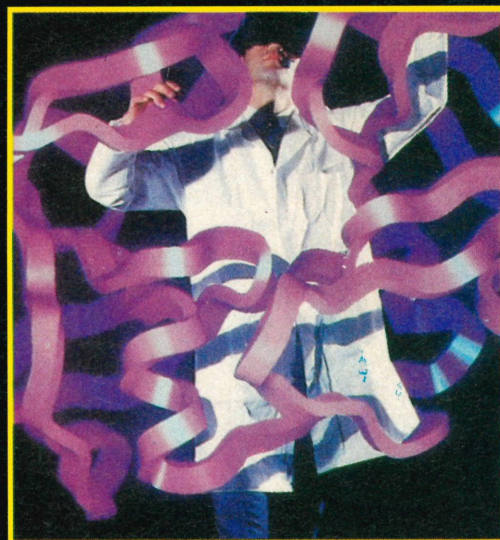
Okay, so it won't be perfect. Certainly not the hyper reality predicted in Wild Palms. But the social and individual psychological effects will be identical. Governments may have a real problem on their hands. Virtual reality could well be the new opium. Scare-mongering? Exaggeration? I don't think so.

You've all played video games into the small hours. Everyone who's played Super Mario World will know the drive and desire to see the next level. Imagine a game where you are totally immersed in the action - your brain fooled into thinking it's real. The next level may become all-consuming.

The VR technology for total immersion already exists. You can pop down to the local arcade and play one of the virtuality coin-ops for ten minutes for a couple of quid. At that level, it's completely harmless - there's always a queue and your money only goes so far. Stick it in your home on free play though, and who knows what the consequences will be.

Medically speaking, we do have some idea of what will happen. Current research shows prolonged exposure to the LCD monitors used in VR headsets induces headaches and nausea in some users. (Thankfully, that also makes the players remove the headsets.)

The problem seems to be caused by the way the monitors are positioned directly in front of your eyes. There are several systems, but all cause problems because of the way we perceive perspective. The



Games are only one of the applications that virtual reality can be used for. Scientists, doctors and architects will be able to use VR to experiment without the cost and danger they encounter in the real world.

brain is fooled into thinking objects are further away than they are and the resulting confusion in focus is what makes users feel woozy.

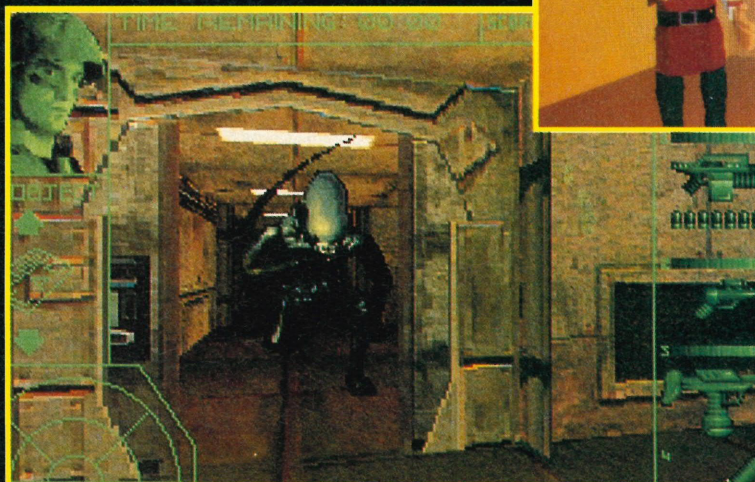
VR manufacturers already have all the computer technology they can handle, but they're currently seeking new ways to display the images. Prisms, mirrors and glass are all being considered. Each of them help alleviate the focusing difficulties to some extent, and those involved are confident of finding the answer soon. Which is really good news for the forthcoming Project Reality.

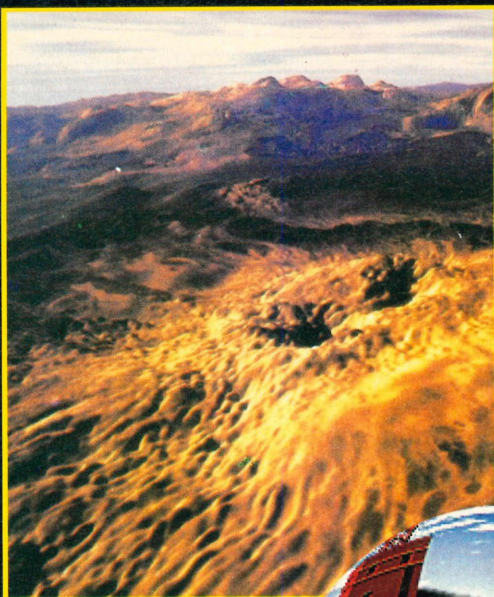
This machine, being jointly developed by Nintendo and Silicon Graphics, has been widely hailed as the next big console. But it's much more than



This is Legend Quest, a VR coin-op that's currently doing the rounds in the UK.

Aliens Vs Predator on the Jaguar is an impressive display of what can be achieved with such high-powered graphics hardware.





This image is a virtual 'map' of Mars, plotted from satellite data.

that. This will be the first real leap in information technology since the invention of the television set. Imagine donning your Project Reality headset, turning on the machine and entering a world inhabited by truly three-dimensional characters and landscapes. A world where you can look up at the sky, manipulate objects that don't really exist and truly interact with a computer-generated environment.

That's not all. It's well known that Nintendo are looking at cable TV and telephone networks. Imagine that computer-generated world inhabited by real people. Friends, neighbours, complete strangers. The possibilities are endless. The technology is the only limiting factor. Even the arcade VR machines are compromised. The price of power-computing means that virtuality's latest machines



This kitchen 'showroom' in Japan enables the user to define the kitchen of their dreams in a virtual world.

are still based on the high-end Amigas.

But now Project Reality is promising a high spec machine for under \$250. The superfast 24-bit graphics engine will be backed up

by a stupendously rapid 64-bit RISC processor enabling it to run at speeds

of over 100 Mhz. Project Reality will harness the sort of computing power only previously available in big business.

There is competition, however, Sega are already quite far down the road with their new Saturn system. But that's based on older 32-bit technology. Atari have actually launched their system – the Jaguar is a 64-bit system with vast potential for polygons and possibly even VR. 3DO

has arrived, but it's pretty clunky. And rumour has it, that even the PC Engine may re-surface as a 32-bit super-console (currently codenamed Tetsujin). So, how will Nintendo compete? Their machine is still over two years away.

The technology Nintendo has licensed from Silicon Graphics will mean that flat, jerky polygons are a thing of the past. Project Reality's images will be smooth and fluid. They won't look real, but they'll look beautiful enough to be convincing.

VR is as different from existing video games as television is from books. True interaction can only be achieved in a 3D environment. Project Reality should deliver that. But it may also deliver a new outlook on leisure time and the problems that come with that. Wild Palms is already here. **FRANK**

T!

When it comes down to fooling you, there ain't no competition

There are a number of machines on the way – some of 'em are even available now. All of them promise a New Age in video entertainment. How many deliver? We take a speculative, and admittedly biased, look at the state of play...

3DO



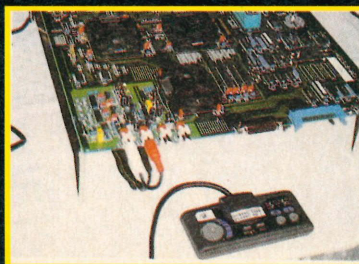
3DO is an impressive set-up, but has fared badly in early US sales. It could drastically fail.

Atari Jaguar



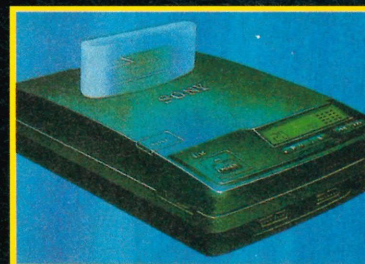
Atari can look forward to some success with this fast and powerful machine.

Tetsujin

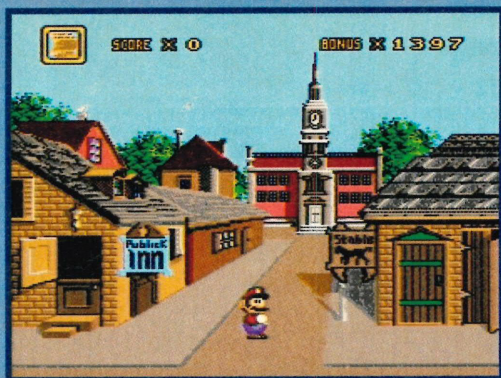


The successor to the 32-bit PC Engine is on its way. Looks good, but it may only do well in Japan.

Playstation



Sony's machine is rumoured to be very powerful, but will it ever see the light of day?



Know anything about the Declaration of Independence? As much as that, eh? Better talk to the locals and find out summat quick.

Mario's Time Machine

Looks

• Colourful and pretty, but the animation won't win any medals

Sounds

• The tunes are kind of atmospheric, but there's not much in the way of FX

Gameplay

• For a game it's okay, for an educational program it's great

Lifespan

• Only complete potato-heads could drag this one out past a week

The bottom line

"This is another excellent blend of fun and facts from Software Toolworks. Education doesn't get much more painless than this. Not as slick as Mario Is Missing, though"

■ Levels 20
■ Difficulty Easy
■ Continues Infinite
■ Release date March

Final score

83%

For Super NES (1 player)

From Software Toolworks

Price £45



Dane travels back in time to save the world. At least, that was her excuse when she was late this morning.

We owe a lot to Mario: Newton's discovery of the Laws of Motion, Joan of Arc defeating the English and even the American Declaration of Independence. So it seems, anyway. Yep, Mario's returned to save our history. Bowser has been tampering with the world's most

valuable artefacts and to put it right, Mario has got to use a rather natty time machine.

This is where your first bit of educational puzzling comes in. You're in a room in Bowser's castle, and in front of you on pedestals are five famous artefacts which you have to return to their rightful owners.

Once you've picked an artefact you can examine a document that goes with it. This gives you a time and a place and a little history lesson. But there are blank bits in the lesson, and it's up to you to fill 'em in.

Still, even with the blanks, our document does tell us a time and a place, so the next stop is the time machine. Feed in the details and away you go.

Once you reach your historical moment, you have to talk to people, get things off 'em and hand them to other people in exchange for info or objects.

Eventually you manage to fill in the blanks in your document, meet your Major Historical Figure and hand over the essential artefact to save history.

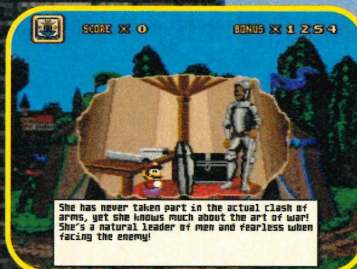
Comparisons with Mario Is Missing are inevitable. This isn't as good. The scenery's more

A PLUS
History lessons that don't send you to sleep and gameplay that's worth enjoying for its own sake

E MINUS
Not much variety, not much animation and not much of a challenge for the old grey cells

MARIO'S TIME MACHINE

How can she be fearless if she's never actually taken part in an actual clash of arms. Answer that, then, pal...



She has never taken part in the actual clash of arms, yet she knows much about the art of war! She's a natural leader of men and fearless when facing the enemy!



Oh! She is like an avenging angel, m'sieur! The sight of her leading the troops inspires the men greatly!

See, all the big turning points in history are down to women. Look at Mrs Thatcher...

Of course the bloke knows what's going on - he's putting it in his diary!



Pardon me, do you know what's going on? Er... Shield?

Believe it or not, this dozy old gimmer is Isaac Newton. He's the geezer who invented physics. Sadly, the old fruit is missing his magic apple – the catalyst for all his ideas.



varied and interesting and you get to meet a lot of different people with plenty to say. But the brainpower required to get what you want from all the bods in each location is minimal. It's less arcadey than Mario Is Missing.

The intro sequence is crude, there are no maps, no jumping on turtles, no visual laffs and no between-level bosses. It feels like it's aimed at older kids, but that needn't stop it being fun.

Despite these niggly gripes, Mario's Time Machine is still a rather good educational game. It looks good, it's entertaining and its teaching attitude is fairly painless. You can also play (and enjoy) it simply as a game. I like it, really. **DANE**

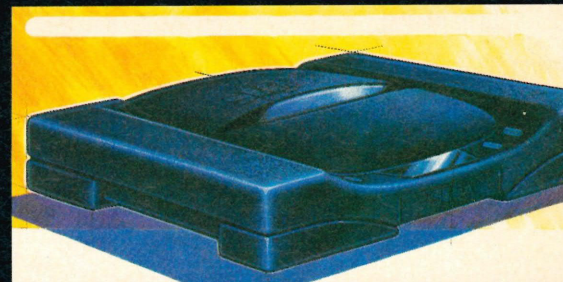
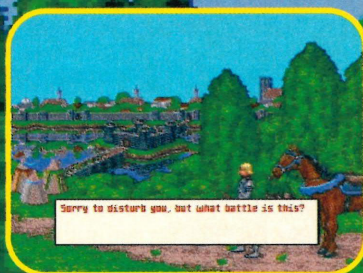
T!



Oh no! We're going to have to look something up to do this, aren't we? What you have to do if you want to set history straight, is study the document that comes with each artefact to find out the time and place you need to visit.

MACHINE

Mario, you really are a complete pillock. Even I know that this is Agincourt.



Sega Saturn – worlds apart?

Edge uncovers Sega's incredible new console, with full specifications and inside information from Sega Japan

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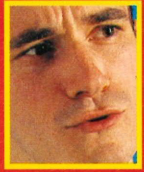
Issue **five** onsale at selected newsagents now

CLIFFHANGER

For **Super NES (1 player)**

From **Sony Imagesoft**

Price **£45**



Chris wandered down to Beachy Head to research this game. He never came back...

Cliffhanger, however, is one of the lamest games I've ever seen. The graphics are bland, the animation doesn't look right and the collision detection is... Well, let's say it's an experience.

The levels are just so annoying. The bulk of the game is a shoddy Double Dragon rip-off that's tough for all the wrong reasons. It's nigh-on impossible to get the timing right and you usually end up

Cliffhanger was Sly's comeback movie, and while all that gung-ho, action stuff isn't my cuppa, it seemed the ideal sort of movie for a game licence. Guns, bullets, fist-fights, an exotic setting – it's all there. Of course, I should have known by now that movie games are a law unto themselves...

Now, it's not often that a game's so bad and massively unplayable that it makes me scream at the telly in sheer frustration.



▲ **SLYS** ▲
The Sylvester Stallone character looks quite like him. And there's a picture of Sly on the box. Umm...

To make it across the waterfall Sly has to jump onto a log... And jump off again. Cor!



Sly's leaping skills are tested to the full as he vaults over a 'picturesque' crevice.

LAST ACTION I

For **Super NES (1 player)**

From **Sony Imagesoft**

Price **£45**



After the cataclysmic failure of the movie, Chris takes a dubious look at the game.

How can I summarise my feelings towards Last Action Hero? Ah, I know...

Raindrops on roses, and whiskers on kittens,
Bright copper kettles, and warm woollen mittens,

Brown paper packages tied up with string,
These are a few of my favourite things.

When I play Last Action Hero,
When I die for the umpteenth flippin' time,

When I'm feeling thoroughly miffed,
I simply remember my favourite things,
And then I don't feel so inclined to brutally murder anyone connected with the design and development of Last Action Hero on the Super Nintendo.

Now, Last Action Hero has nothing to do with The Sound Of Music, but it's so dreadful that even Julie Andrews would burst forth with a tirade of foul language so offensive that the Oxford English Dictionary would need a new supplement.

The 'game' – if I can describe it in such a way – is made up of sideways scrolling levels which have the smallest portion of gameplay I've yet seen in a game. The first level has Arnie running sideways and stopping every now and then to beat off one of two types of thug.

Towards the end of the first level, you're accosted by several thugs at the same time, and to be honest, you may as well give up here, because

Look, Frank, I hate this game. Do I have to explain what's going on? (Yes, and be quick about it – Frank). Erm, here's Arnie... And he's crap.

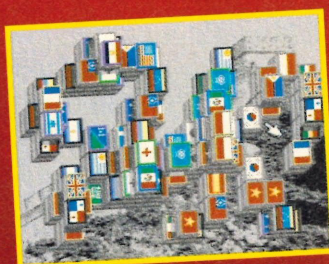
▲ **HEROES** ▲
Er... No

SHANGHAI II

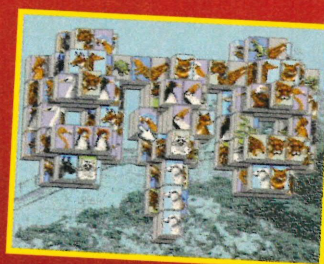
For Super NES (1-2 players) From Activision Price £45



This is the opening sequence of the second game - The Dragons Eye!



Shanghai brings together the nations of the world...



... And the penguins, the foxes, the snakes and...



... The road signs. Yeah right. All together now!



When Dane offered James Binns a night on the tiles, he wasn't really expecting to

spend the evening with his Super Nintendo...

It's a bit hard to fault this one on game design.

Shanghai's an ancient oriental puzzle game, you see. It would be akin saying, "I'm quite into Chess, but I hate the way your king can only move one space at a time."

The aim of the game is to remove all the tiles from a stack. But you can only take tiles away by

selecting two matching ones. This may sound pretty simple, but there is a catch (isn't there always?). You can only remove tiles from the sides of the stack. And only then when there are no other tiles on top of them. That's the original game, at least, but what makes this version special?

Well, there's an option to add a timer. You can also change the traditional Chinese tile designs, by selecting anything from fantasy characters to sports pictures. And what about some jingly tunes to match? There's also a two-player mode and an extra game called The Dragon's Eye. You can undo moves. Cheat by getting the computer to find a match for you. Re-shuffle the stack. But best of all, you don't have to re-stack the tiles every time you fancy a game.

One of the nicest things about playing this game in the real world, though, is the feeling of

tradition and the aesthetically smooth chink of the delicate tiles. A SNES screen, no matter how detailed, can't hope to recapture that sensation. If you add to that the fact that Shanghai II barely scratches the surface of the SNES's potential, then you can't help but wonder whether at £45 you're

really getting value for money. Personally, I reckon you should get the real thing and play it the 'ol fashioned way.

JAMES

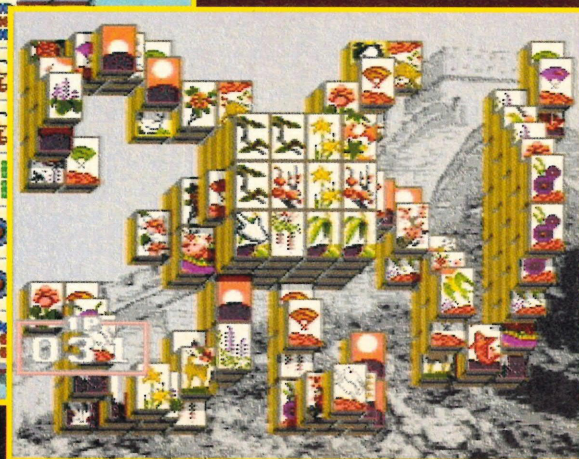
T!

STACKS
A great traditional game, which is extremely easy to get into

Is it me or does this look like some kind of bizarre, chequered Space Invader?



The traditional Mah Jong tiles and mosaic. Much nicer than the fruit!



Shanghai II

Looks ■■■■■■■■■■

• Some detailed tile designs, but nothing to really push the SNES

Sounds ■■■■■■■■■■

• A wide range of bleeping tunes and effects. But nothing to sing about

Gameplay ■■■■■■■■■■

• A classic game, which is easy to get into. But what's it doing on the SNES?

Lifespan ■■■■■■■■■■

• This game's been played for hundreds of years, but it's a bit slow for console owners

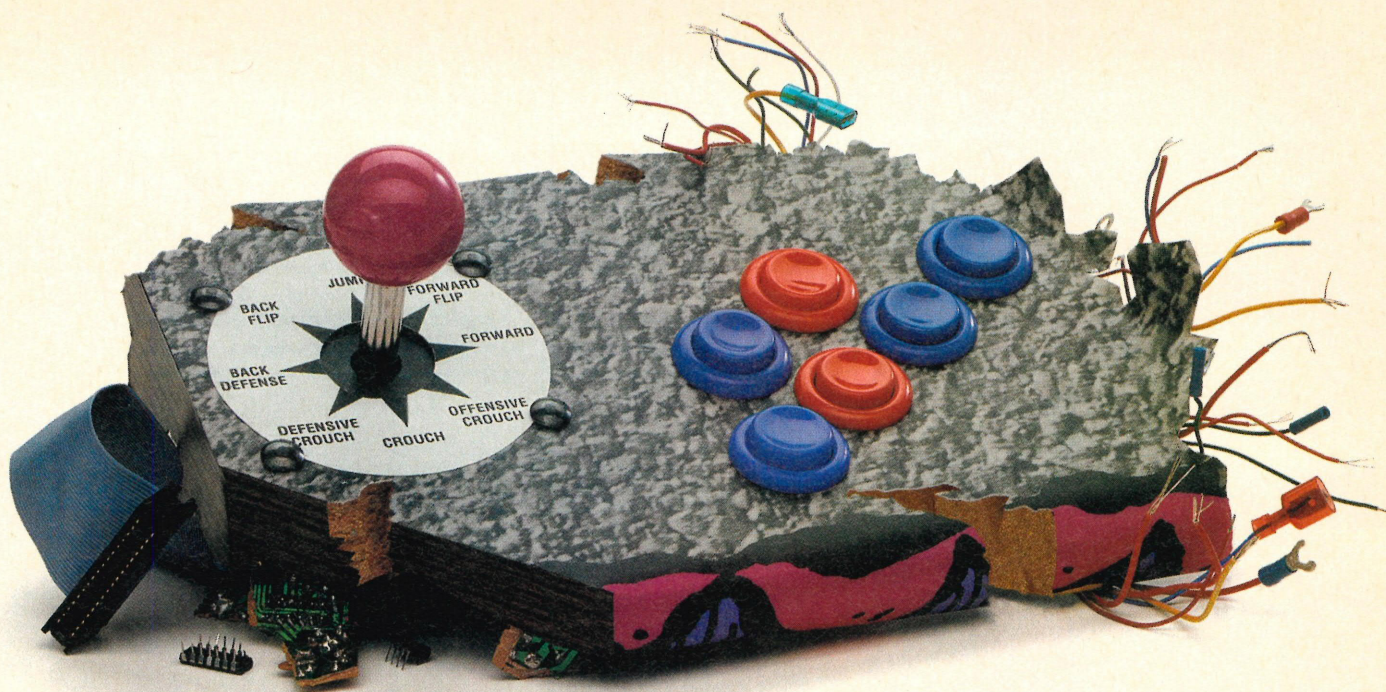
The bottom line

"There are plenty of decent options here, but ultimately Shanghai II's a sad waste of the SNES's potential. Save your pennies up for a proper console game instead"

■ Levels 13 mosaics
■ Difficulty Easy
■ Continues N/A
■ Release date ..February

Final score

49%



WE RIPPED-OFF A PERFECTLY GOOD IDEA.

True arcade action. You'll find that the only thing missing from our new Super Advantage is the coin slot. Okay, so we added an extra long cord. Still, it's about as close to an authentic arcade joystick as you can get, anywhere. The layout's familiar, and the construction's tough enough to handle the most challenging street fight or the ultimate battle for the universe. If you prefer control pads to joysticks, you'll love the asciiPad (also pictured). Either way, our controllers have a few features you won't find in the arcades—state of the art effects designed specifically for today's coolest games. Special effects like Turbo Fire, Auto Turbo—even Slow Motion. The Super Advantage and asciiPad, for the Super NES. **IT'S HOW TO WIN.**



The asciiPad.
Small size. Big punch.

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ART OF FIGHTING

For Super NES (1-2 players)

From Takara

Price £70

Yet another Street Fighter clone I'm afraid, this time converted from a Neo Geo coin-op. The amusing and, let's face it, impressive feature about this is the sprite-scaling. The original arcade machine would zoom in and out, closing-in for the action shots. It doesn't add anything to the gameplay, but it does look good.

This feature has, amazingly, been retained in the Super Nintendo version and it looks pretty

spectacular. When the fighters get closer, the 'camera' zooms in to show the knuckle-pounding action in all its gritty, albeit chunky, detail. The fighters scale in perfect sync with the backgrounds (no mean feat for a SNES) and the action doesn't even slow-down when this trick occurs.

The game itself is a bog-standard Street Fighter clone. Again, the designers have missed the point and it has none of the complexity of the Capcom



A hint of Street Fighter? Complete rip-off more like.



Those slidey kicks are very sore and naughty.



A smack in the face from the dumb waiter.



Krauser, the final boss, fights you in a gigantic German cathedral complete with full symphony orchestra. He's a big, brawny wrestler-type who likes to body splash his opponents and hoik them about the place.

After Art Of Fighting, here's another conversion of a Neo Geo Street Fighter II clone – the decidedly not bad Fatal Fury 2. Like every SFII clone it's got all the usual features. There are eight characters, including a couple of karate blokes, a big wrestler and a cute oriental girl, four exotic bosses who you can't control, lots of great backgrounds from around the world and a selection of special moves.

Another SFII twin, then? Well yes, but like Art Of Fighting it does have a unique feature – a two-level play screen. Characters can jump back into the screen, deeper into the background, and fight each other. They can even do flying kicks from one level to the other.

Now, this doesn't really add much to the gameplay, but thankfully Fatal Fury 2 is nowhere near as

For Super NES (1-2 players)

From Takara

Price £50

FATAL FURY

HITTING

classic, and fails to hold any real interest. One weird feature is the "goad" button. When pressed, it causes your fighter to tease the other player. The more you do it, the less energy your opponent has to perform his secret moves.

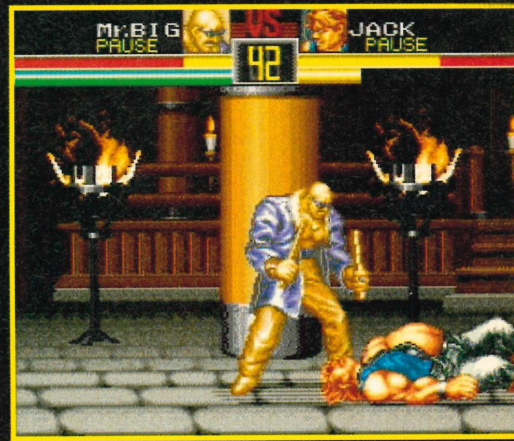
That aside, it consists of some fairly simplistic button pressing and a lot of jumping around. The usual fireballs and hurricane kicks are there, but they don't save the game from being tedious. As well as the impressive graphics there's also some pretty atmospheric music, but if you want something with good

looks and groovy music, rent a movie. If you want some top-quality game-play, give this one a wide berth. It's really pretty rubbish. Sorry, but this is no SFII Turbo beater, I'm afraid.

T!



Robert takes one right in the toilet parts. Ouch! Well, it serves him right for being called Robert if you ask me.



Get up, go on. I didn't mean it, guv, honest. Please don't tell me mam, she'll batter me. Are you just pretending, then?



Blam! Eat some of my magic kung-fu type bloke!

Art of Fighting

Looks

Very clever, but not all that attractive. Bodes well for future games, though

Sounds

Some genuinely good tunes and plenty of sampled screams and grunts

Gameplay

Far too easy and simplistic for Street Fighter fans. Not enough moves or variety

Lifespan

Also too easy to complete, you should go straight to the last boss on your first day

The bottom line

"The brilliant use of Mode 7 makes Art Of Fighting look like a Neo Geo title, but sadly, it plays like one as well. Clunky, repetitive and ultimately extremely dull. Ah well..."

Levels 8
Difficulty Easy
Continues Infinite
Release type Jap imp

Final score

61%



Big Bear is another wrestler who fights out his own truck in the middle of the desert.



Fatal Fury 2's novelty feature is that characters can jump back into the screen.



Venice. City of canals. City of romance. And of SFII clones, it would seem.



The Spanish bull ring is my favourite fight setting. You can't go back into the screen as the bulls will gore you, but you can toss your opponent back there and really hurt them.

bad as most SFII rip-offs. It's not all that fast compared to SFII Turbo which does make it a bit dull, but the fighting itself is quite good. There's lots of potential for combos and the characters are good fun to play, which makes a change.

Fatal Fury 2 is still a second division game, though, and when you compare it to the impressive likes of Street Fighter II Turbo or even Turtles

Tournament Fighters, this one loses out in every category and definitely wouldn't be on the top of anyone's shopping list. Having said that, I did enjoy it much more than most Street Fighter II wannabes, so that can't be a bad thing, can it?

T!

Fatal Fury 2

Looks

Funny, well-animated characters, good backgrounds and some clever Mode 7 FX

Sounds

The tunes aren't very inspiring, but the FX and speech make up for them

Gameplay

Straight-forward one-on-one beat 'em up, bosses and special moves included

Lifespan

The two-player multi-player tournament gives it something SFII Turbo doesn't have

The bottom line

"This is certainly a cut above the average beat 'em up. Fatal Fury 2 has some excellently designed characters, plenty of moves and combinations, and it's loads of fun, too"

Levels 7
Difficulty Easy
Continues Infinite
Release type Jap imp

Final score

78%

FURY 2



Down by the goal-line, the action is hotting up. Will the Browns take it in? Will you fathom out the controls? Will you care if you do anyway?



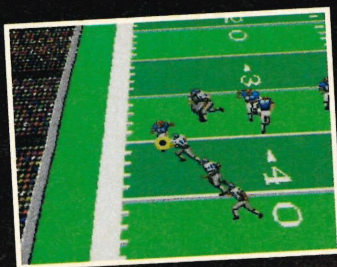
Hmm, this would be a kick off, wouldn't it? It's either that or the South Los Angeles riot police have cordoned off one end of the pitch.

NFL ROOM

For Super NES (1-2 players)

From Konami

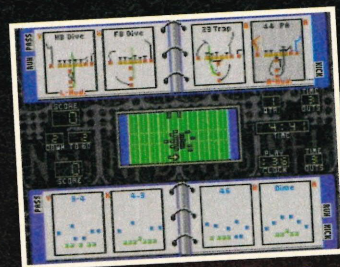
Price £50



This started as a horizontal view of the pitch and rotated about the action.



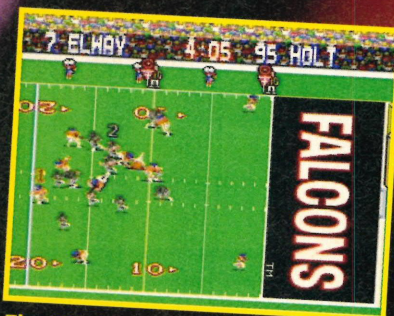
You change a fair few things about this game – although sadly not the game itself.



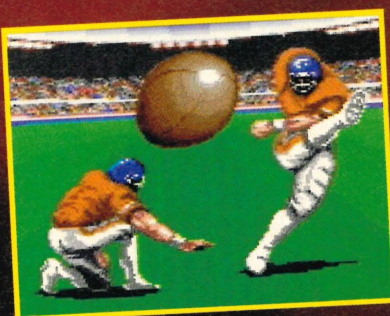
The playbooks are packed and you can even design your own custom plays.

This isn't a game, this is a bag of novelty gimmicks looking for a game. Konami obviously had loads of great ideas for what would be good in a gridiron game – and then completely forgot that they needed a game to go with them.

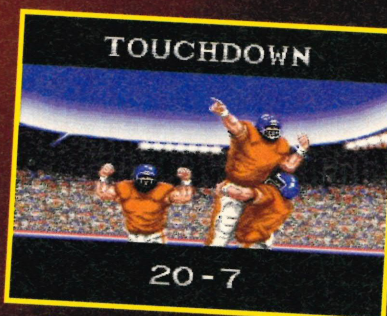
The game has lots of commentary and the in-game view zooms in and out and pans around the action. This might seem impressive but it makes the game almost unplayable. A typical play starts off with a wide view of the two teams lining up against each other, then it zooms in for the snap,



The QB drops back, ready to fire a pass to the two wide receivers.



The game cuts quickly away to big close-ups of the action...



... Like touchdowns, kicks, fumbled passes and catches.



Playing in the snow makes everything tougher. And colder.

The Tecmo Bowl series has been going for a couple of years and started out on the NES. The SNES version also has the tiny players and a side-on view of the width of the pitch – but turns on the style to produce the best American footy game this side of John Madden.

Controls are kept simple (only two buttons are used) which adds to the game's arcade feel, but

there's enough depth there to let you play a decent game of American footy. Play selection is easy – you only have eight plays on screen to choose from, but you can change these eight at any time.

The side-on pitch view and the tiny players really help the game. You can see enough of the

pitch to make quick tactical decisions like whether to run left, right or up the middle, or which receiver to pass to. Passing's easy, and soon even US footy novices will be stringing together impressive drives.

You can play a full season, a single game or the Pro Bowl, and every team in the league can

For Super NES (1-2 players)

From Konami

Price £50

TECMO SUPER

RAIL

zooms out as the quarterback drops back, and turns through 90 degrees when you pass. And if you can still work out who you're controlling after all that, let alone complete a play, then you must be some sort of superhuman demi-god.

The utter crapness of the game makes all the options (like play-offs and exhibition games, variable match length, changeable weather and a choice of teams) pretty redundant. What's the point of all this tweakable stuff if the basic game is as much fun as getting sat on by a linebacker on a baked beans-only diet.

I was really hoping for good things from this game, as Konami rarely turn in a duff one, but NFL Football is simply a non-starter. It's very difficult to concentrate on the ball carrier (always pretty useful, I find), and as you can only see a tiny fragment of the pitch a passing game really is out of the question.

NFL Football won't appeal to fans or gamers – it's just too unplayable.

T!

NFL Football

Looks	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
• Looks good, but the animation's ropery in places and you can't tell what's going on	
Sounds	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
• Squealing tunes, tatty FX but the in-game commentary's a nice touch	
Gameplay	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
• You can't see what's going on and can't work out what to do. Awful	
Lifespan	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
• You'd need to be some sort of masochist to play this for long	

The bottom line

"This has got to be the worst American football game yet. And, what's worse, it's from the usually reliable Konami. Very disappointing and particularly dreadful. Avoid"

■ Levels Teams
■ Difficulty Easy
■ Continues Infinite
■ Release type US imp

Final score

17%



If you make a pass, or try a running play in NFL Football the whole pitch spins before your eyes (apparently for no good reason), which leaves you in a state of complete confusion.



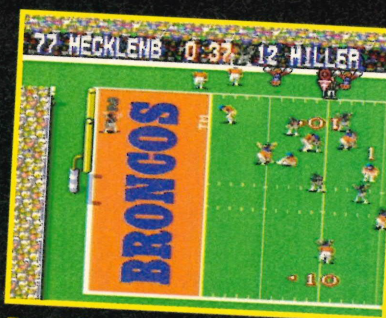
The snap. Why is it called that? They don't actually snap the ball, do they? I suppose it's another addition for the Dictionary Of Stupid American words. With fender. And diaper.

DENVER BRONCOS			
QUARTERBACK 7 JOHN ELWAY			
PHYSICAL CONDITION: AVERAGE			
PASSING		RUSHING	
ATT	21	YES	249
COMP	10	YDS	173
INT	3	TD	47
ABILITY		68	1
RUNNING SPEED	69		
RUSHING POWER	69		
MAXIMUM SPEED	69		
HITTING POWER	69		
PASSING SPEED	69		
TD CONTROL	69		
PASSING ACCURACY	69		
AVOID RUSH	69		

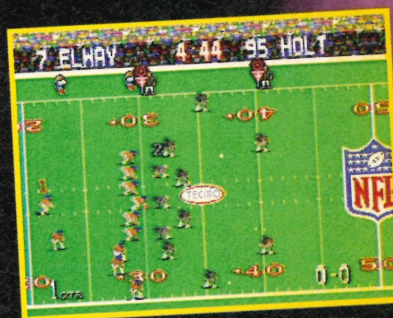
Every player is accurately modelled on the real life players.

BRONCOS 4:44 0-0 FALCONS READY			
BERNST BERNST RIVERS ELWAY			
100	10	10	10

One bad thing – on defence you only get to guess an offence.



Touchdown! Catch in the end zone and Broncos are down.



You see enough of the pitch for all but the longest of passes.

be controlled by a human player, which makes for a phenomenal season of games. Because the game has a Team NFL licence, all the team rosters are accurate to the start of the '94 season, including both starters and back-ups. Each player is rated according to their strengths and weaknesses in the real game, which adds an extra dose of realism to the gameplay.

Tecmo Super Bowl is a lovely American football game – friendly, playable and realistic. The only gripes I have are that there are no defensive plays (you can only choose which offence to

counter), and that computer's players break away too easily for massive gains. Still, if you can put up with that, you'll have a great time with this exciting and fun game.

T!

Tecmo Super Bowl

Looks	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
• A bland pitch, but great weather changes, TV-style close ups and cutaways	
Sounds	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
• It has tacky jingles for everything and a few bits of not-too-brilliant speech	
Gameplay	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
• Simple but effective, arcade-style American football game	
Lifespan	■ ■ ■ ■ ■ ■ ■ ■ ■ ■
• All the teams and players are there. There's a full season with save game option	

The bottom line

"Okay, so it looks pretty basic and is fairly simple, but it's highly playable and makes for some extremely exciting and entertaining games of American football. Good 'un"

■ Levels Teams
■ Difficulty Easy
■ Continues Infinite
■ Release type US imp

Final score

85%

BOWL



What a pretty house! I wonder who lives here? I hope it's not a many-headed demon from the darkest pits of hell.



Walled in and being attacked from all sides, it's definitely time to start swinging your all-powerful sword. Or wee yourself.

SECRET OF MANA

For Super NES (1 player)

From Square

Price £70

The problem with being an RPG on the Super Nintendo is that you're always walking in the shadow of Zelda III. Square have experience in this field, but they've always opted for the D&D hit points style. UK players like the games, but the action of Zelda is what they want. Square have obviously looked long and hard at Zelda and altered their style for Secret Of Mana.

Compromising your product is often a bad thing, but Secret Of Mana does well out of it.

Instead of big maps and hit points, Square have opted for big sprites and lots of action. It has all the usual RPG elements though, with dark wizards, trees of life and all manner of typically fantastic stuff included in the game.

You play the part of a young boy who finds a sword stuck in a stone. It all gets a bit Arthurian until you arrive back at your home village. More plot is revealed and you are literally dropped into the thick of the action. There are loads of puzzles



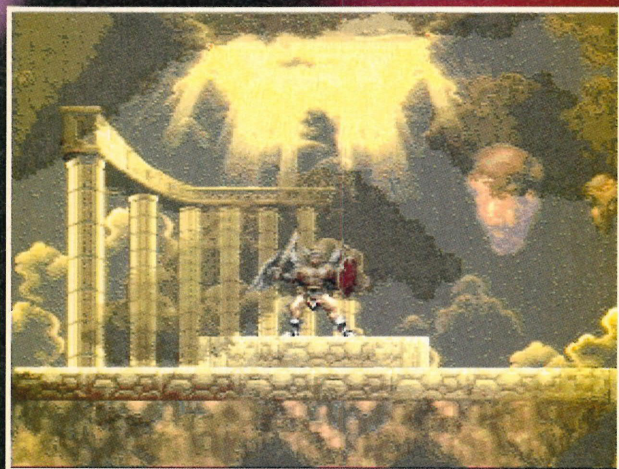
That bridge leads to somewhere very useful.



An imposing looking palace looms up ahead.



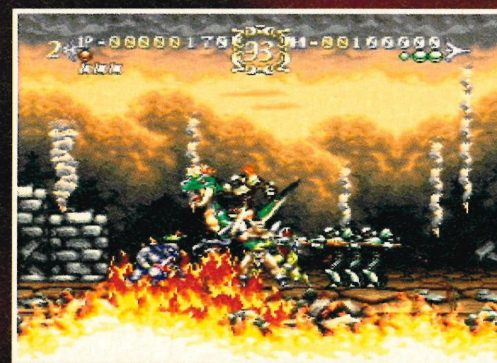
Pink fluffy clouds, just like that popular rave song.



Crikey! The Lord himself has sent you on an important quest to kick the devil's teeth in! Better get to it.

Actraiser was one of the first third-party games available on the SNES. It was programmed by a Japanese company called Enix and was a cross between Rastan Saga and Populous. There were a couple of problems with it. The Populous bit wasn't complex enough to stand on its own and the platform game could've been more interesting. As a whole, the game was fab, but it was a game of two halves (sorry).

Enix obviously listened to some of the criticisms and made appropriate changes. Actraiser 2 has ditched the God game elements and gone for a straightforward hack and slash approach. Jump around, kill the baddies and have a top laugh while you're doing it. This is more like it!



Things are getting extremely hot in every possible sense of the word.

The game is huge! There are plenty of levels, but most of these are split into several maze-like sections. Your barbarian/angel can leap around,

ACTRAISER 2

For Super NES (1 player)

From Enix

Price £70

WANA

to solve and plenty of creatures to kill. You can meet friends, be tricked by enemies or battle to the death with small fluffy rabbits.

Graphically, the game has been tweaked to perfection. From the smallest blade of grass, to the largest demon, every object in the game has character and style. This attention to detail makes the game look special and gives you that extra impetus to see what comes next. Musically, the game's a stunner too. Great tunes, brilliant use of instruments and dramatic scores. The opening sequence has to be seen to be believed.

Secret of Mana

Looks



• Very, very Zelda, but some of the intros and cameos are truly staggering

Sounds



• The sound effects aren't stunning, but at times the music is orchestral and moving

Gameplay



• Simple to get into and easy to play. As it gets tougher, it also gets more addictive

Lifespan



• A pretty massive challenge, easily on a par with Zelda, but frustrating in places

The bottom line

"It's difficult to say whether or not this is a true Zelda-beater. It looks as good as, if not better than, Zelda, but it's marred by overly complex scoring and fighting"

■ Levels Zillions

■ Difficulty Tough

■ Continues Infinite

■ Release type Jap imp

Final score

90%

All in all, this is the next best thing to Zelda. There's less hacking and slashing here and some players may actually like this more than Zelda. Let's just hope Secret Of Mana gets a proper British release, and soon. Fabulous stuff through and through.

T!



Spish-splash. I was taking a bath, or a swim.



Is it a shrine? Is it dangerous? Go and find out.



Dungeons are always filled with darkness and danger.



A climb up the stairs leads to some rather pretty flowers, but unfortunately not a lot else. Oh well, keep on looking.

glide using his angelic wings and power up his big sword. This works a bit like R-Type in that you hold the fire button down to charge a special weapon. This changes as you progress through the game and there are all kinds of other goodies for you to pick up as well.

It looks beautiful. The backgrounds, the sprites, the lighting. All are deeply cinematic and it all looks a bit like Dracula (the Winona Ryder one, mind). The sound effects are brilliant – there are plenty of screams and blood-curdling moans to look forward to. This is virtually eclipsed, however, by the stupendously impressive music. Cliché or not, it sounds like a full orchestra coming from your SNES. Great, noble, violent and poetic. Or something.

T!

Actraiser 2

Looks



• Fantastic, beautiful, faultless. The boys at Enix have really gone to town on this one

Sounds



• Even better than the score on the original Actraiser, and that's no mean feat

Gameplay



• It's great fun, but the character is sometimes tricky and frustrating to control

Lifespan



• A large and difficult game, but boredom is countered by the inclusion of passwords

The bottom line

"A worthy successor to the original, but remember, all the role-playing and god type stuff has gone. This is a hack and slash platform game which makes no excuses"

■ Levels Loads

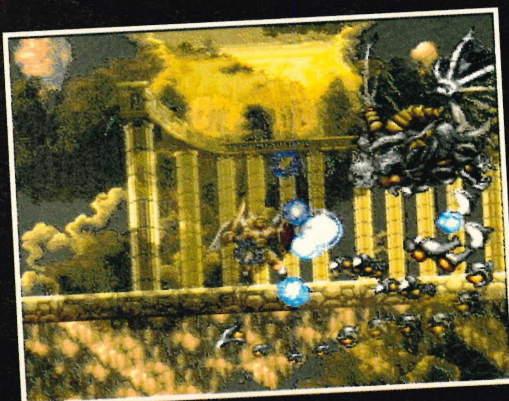
■ Difficulty Hard

■ Continues Passwords

■ Release type Jap Imp

Final score

87%



Yoinks! A great big slimy demon is trying very hard to eat your brain. Chop his head off before he chews your ideas off.



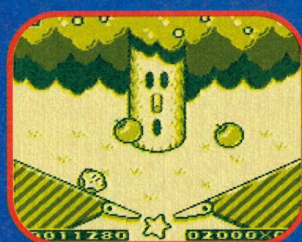
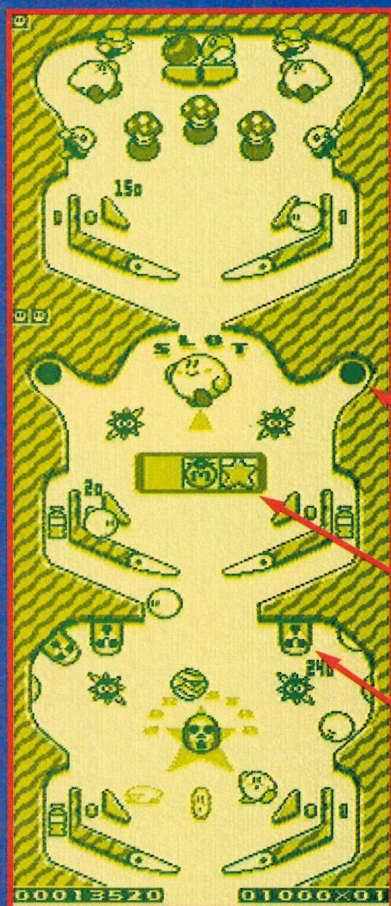
Giant plants are a bit of a problem, and there's always the danger that David Bellamy is hiding in the shrubbery.



Just look at those spectacular colours and wonderful backdrops. This is very typical of the game. Lush, lush, lush!

The tables are laid. Chow down!

There are three tables of tilting, flipping, number-crunching fun available to you in Kirby's Pinball Land. And, what's more, if you're any good at it, you'll reach the smashing sub-games. Hurrah!

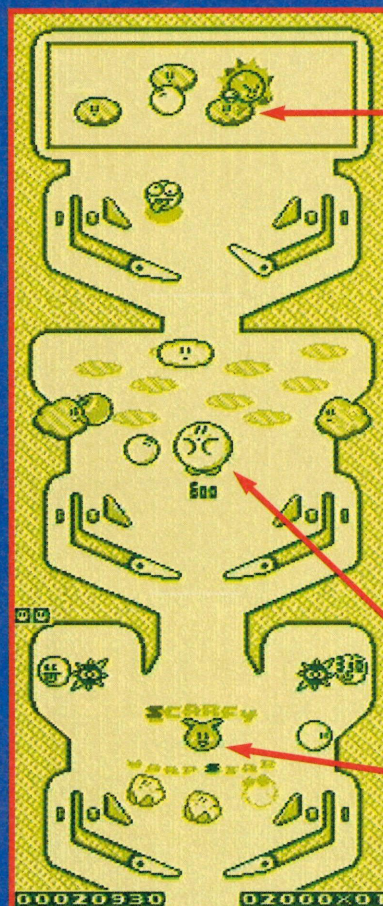


Use Kirby to bash the apples which fall from the trees.

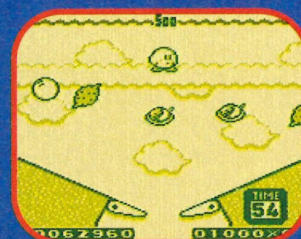
Hit the ball into this hole and it'll come out of the one on the other side.

Kirby has a bash at the fruit machine in a bid to make a line.

You can knock out the Easter Island heads for a bonus score.



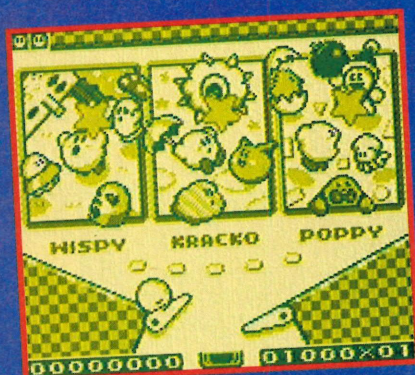
Play at cloud-busting on Kracko, table 2.



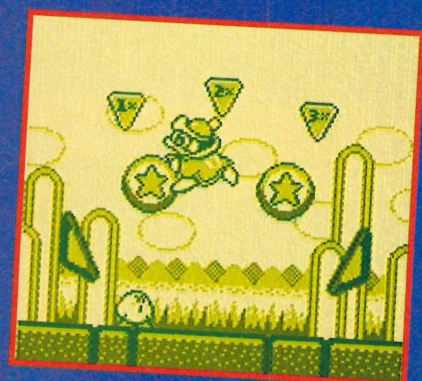
Kracko features a shooting gallery sub-game. Take 'em out!

That sun looks like it's chewing gum to me. Disgusting habit!

Light all the letters above the pigs and his mates will appear.



Choose which table you want to play on from this menu.



Kirby looks up at his arch-enemy. After him, blobby!

KIRBY'S PIN

For Game Boy (1-2 players)

From Nintendo

Price £25



I've never seen anything like it in any amusement hall, that noisy, fat and ginge

kid sure plays a mean pinball. Take it away, James Binns...

Kirby's Dream Land on the Game Boy (TOTAL issue12: 39%) was a bit of a disappointment. But now it seems that the smiley-bouncy-cute-little-fellow has finally woken up and smelt the coffee. Yep, he's playing pinball.

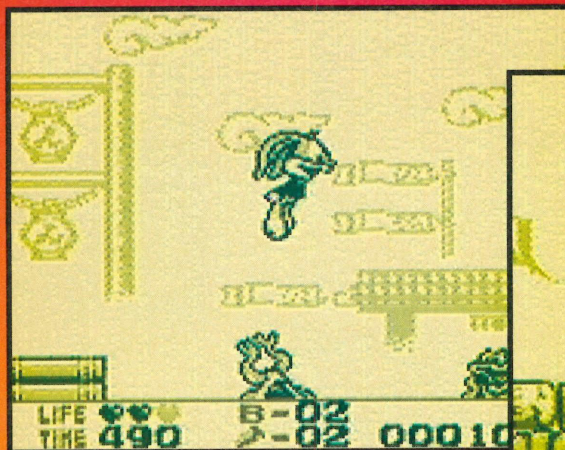
I had my doubts about pinball on the Game Boy. Isn't pinball meant to be about fanatical, competitive number-crunching, the glint of the steel ball, the brinkmanship of the tilt? I certainly never thought it would work a dot matrix screen. I was wrong.

Pinball Land has three different tables. The first is called Wispy and it's a bit of a spooky ghost-train-type of thing. There're ghosts, skulls, busts of the blokes out of Easter Island and even a fruit machine.

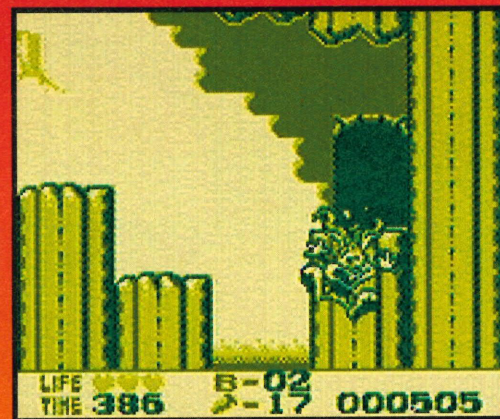
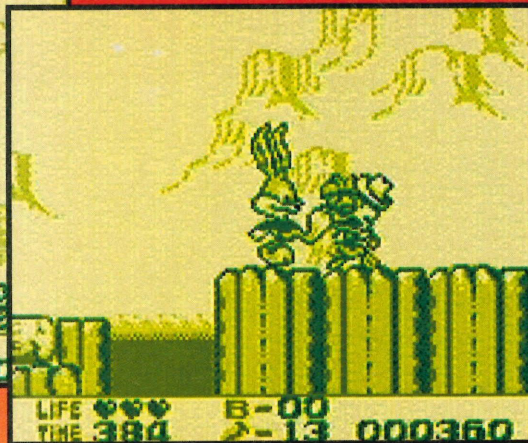
The second table, Kracko, has you battling clouds, sun, stars and a weird google-eyed round thing that pokes its tongue out at you.

FLIPPERS

A lovely looking game, which is a heck of a lot of fun to play and really pushes the Game Boy to its limits

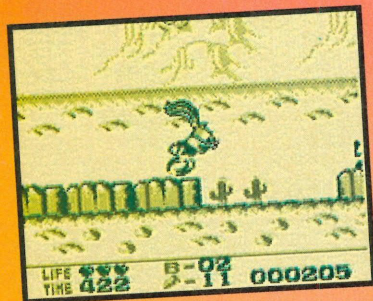


Buster has rather a large foot which he uses to kick baddies in the nose.



Buster comes to a sticky end, barely millimetres from the level exit!

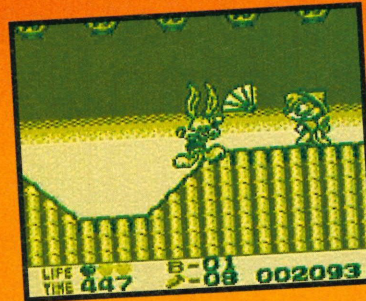
Frogs take a rabbit-style beating and it serves them right too. Amphibian freaks.



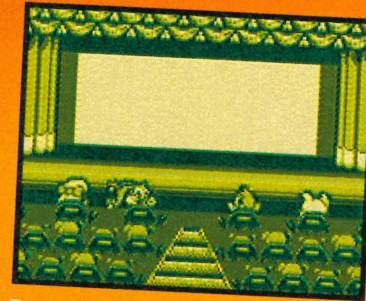
Pull down on the pad and Buster sets off at a sprint.



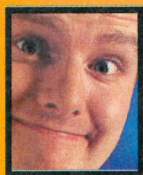
The bonus section is full of nice and nasty surprises.



This level is full of Samurai related danger and excitement.



Buster Bunny and friends settle down to watch a movie.



Frank dons his fluffy-wuffy bunny suit and white-cotton tail, and bounces off to join Buster and the other Toons on their latest adventure.

Hmm, I wonder if Game Boy owners are sick of platform games yet? There must be about three or four hundred of them. You can only take so much platform action, you know? Maybe they should ban them or something. Konami are a naughty lot, mind you.

TOONS
Great graphics, fabulous animation and rich, involving gameplay. The music is a bit spesh, too

They either do platform games or shoot 'em ups. Very good ones, admittedly, but there's not too much in the way of variety.

Tiny Toons 2 is guilty of much the same crime. It's a platform game from Konami and, worse still, it's a sequel. That's

an awful lot of reasons to hate a game. But I don't, I like it. Why? Well, I'll get to that in a minute.

For Game Boy (1 player)

From Konami

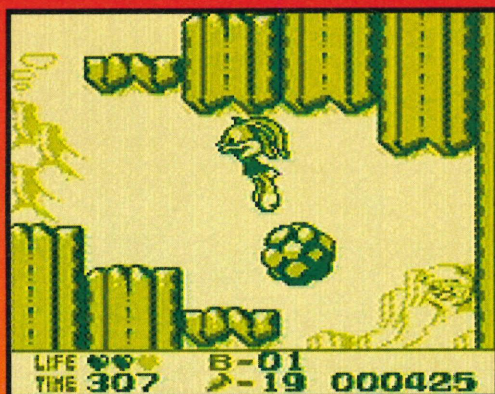
Price £25

TINY TOON

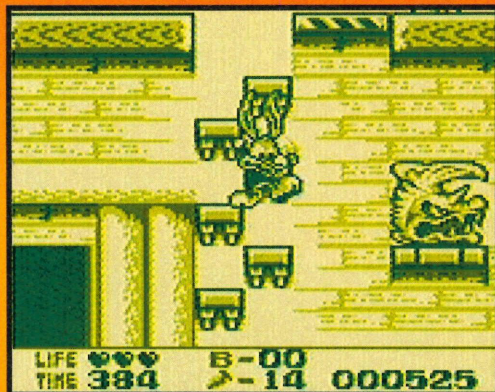
Cripes, Buster comes in for a bit of flak from a local varmint.

Get moving, there's gold in them thar hills.

Watch out for that nasty cactus!



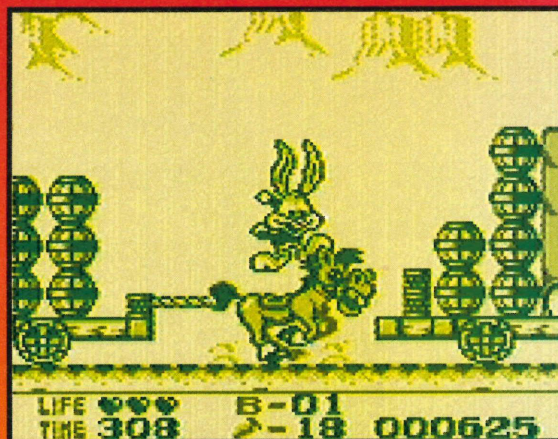
Leap over the rocks and try to make your way down through the cavern. It's harder than it looks.



These blocks collapse, so keep moving at all times or you'll end up in big trouble.

First, let me tell you a little bit about the plot and structure of the game.

Montana Max is the villain of the story. He's built a huge super-cinema, featuring state-of-the-art technology and some very realistic effects. On opening night, Buster Bunny, Babs Bunny and the

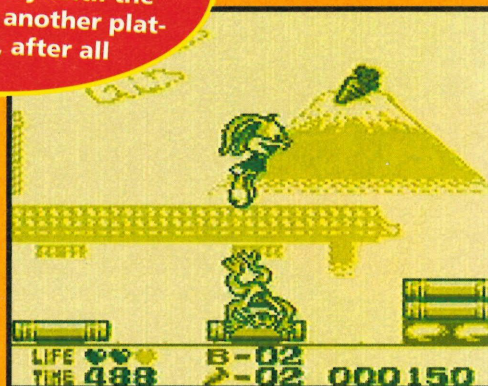


If you don't bounce off the donkey's head, you end up dead.

rest of the Toons receive free passes to the cinema. So, off they trot, hoping for some popcorn and a good movie. But, when the movie starts, Montana plays the good guy, and through some clever cinematic trickery, Buster is portrayed as the baddie! So, Buster leaps into the screen, hoping to change the ending and reinstate himself as the hero.

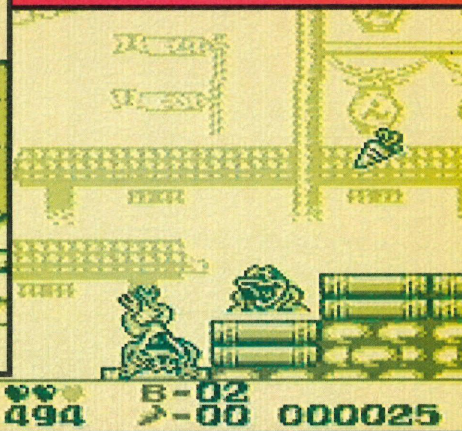
From here, it takes a turn towards the usual jaded platform formula. Buster wanders around the various movie sets, kicking baddies and leaping chasms. To be honest, it starts badly. Not much in the way of variety and even less in the way of originality. The first three levels are just plain tedious, but then you reach the fourth section of stage one and it all takes a turn for the better.

The platforms layouts become more intricate, the baddies get smarter and the gameplay improves massively. It's weird, because if you saw this in a shop and had a quick go, you'd probably hate it. Give it five minutes though, and you'll find



Bounce off the frog, gain height and catch the carrot at the top of the screen. Easy.

Looks like its time to top up on the old carrot juice again.



LOONS
Stinky opening stages and there's no variety until the later levels. It's another platform game, after all

Tiny Toons 2

Looks [Progress bar]

• Among the best cartoon-style graphics on the GB. Fab animation and great backdrops

Sounds [Progress bar]

• Massively amusing tunes and sound effects all the way through the game

Gameplay [Progress bar]

• It takes a while to find the fun parts, but when it gets better - it gets great

Lifespan [Progress bar]

• You only have three continues, but it's pretty easy to play. Aimed at yooofs, you see

The bottom line

"Doh! I thought I'd found a rubbish Konami game, but then I got further into it and, whaddaya know, it turned out to be fab. Sneaky blighters, Konami"

■ Levels Loads
■ Difficulty Easy
■ Continues 3
■ Release date . February

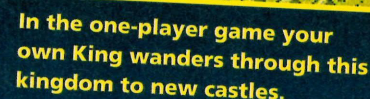
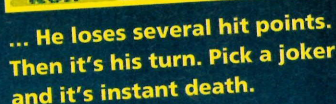
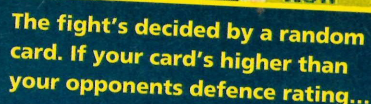
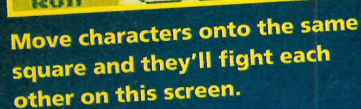
Final score

86%

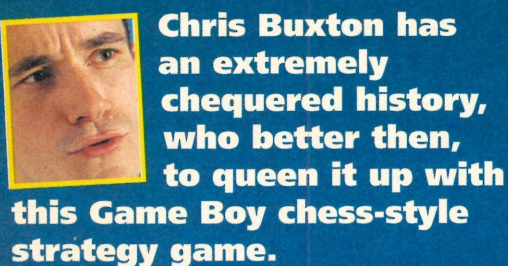
VS 2

Collect that thingy to enter the bonus level.

Watch out for these cowboy-types.



For Game Boy (1-2 players)




Castle Quest is basically chess with funny pieces and odd-shaped boards. And like chess, each piece has its own way of moving (diagonally, one square at a time, in a straight line, etc). The object of the game is, predictably enough, to defeat the opposing King.

Now, when you attack another piece, the action switches to a different screen showing both pieces as they fight. Sort of fight, anyway. All the pieces in the game are fantasy characters like skeletons, dwarves, magicians and orcs, and they've all got hit points

and a defence rating. Hitting the other character is really down to luck, because the battle's conclusion is determined by a random playing card – if the card's higher than your opponent's character's defence rating, you hit 'em.

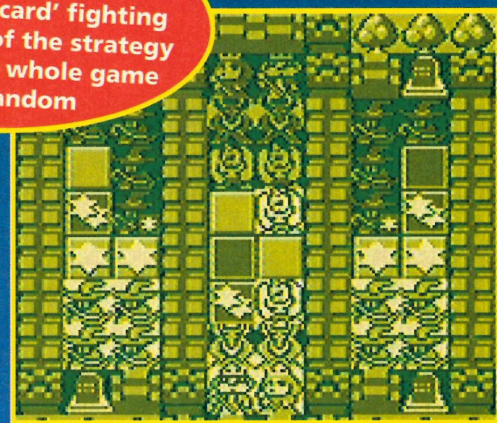
Did you get all that? It sounds odd, I know, but it's really very simple and you'll pick it up in no time. After a couple of goes, however, you'll begin to get frustrated by the game's limited nature and arbitrary battles.

PERS  els and quite a y pieces to learn e's also a two-er mode

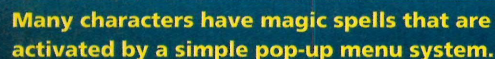
There are a few nice touches, like the magic spells which give certain characters long-range attacks, but ultimately there just isn't enough scope. None of the levels are particularly tough and, because there are so many different boards, you end up just trying to beat each level rather than taking the game seriously.

I suppose if you can't hack chess you might go for Castle Quest, but it doesn't have enough variety to hold your attention for more than a couple of levels. Essentially, it's just too darned basic for its own good. **CHRIS** **T!**

DOWNERS
The simplistic 'card' fighting removes most of the strategy and makes the whole game pretty random



The Castle playing boards come in all shapes and sizes. This one's split into three and leaves little space for manoeuvring.



Castle Quest

- The boards look functional, but the portraits of the characters are quite nice

- There's not a lot special here – a few FX for the different spells and the odd jingle

- It tries to mix fantasy wargames with chess, but it's too simple and too random

- There are loads of different castles to play through, but the game's too repetitive

"A good attempt at a playable strategy game, but it doesn't have enough complexity to last more than a couple of goes. The random card thing makes it all too... Well, random, really. "

■ **Levels** **Oodles**
 ■ **Difficulty** **Average**
 ■ **Continues** **None**
 ■ **Release date** **Out now**

Final score

68%



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GAMESMASTER

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Issue Fourteen February 1994

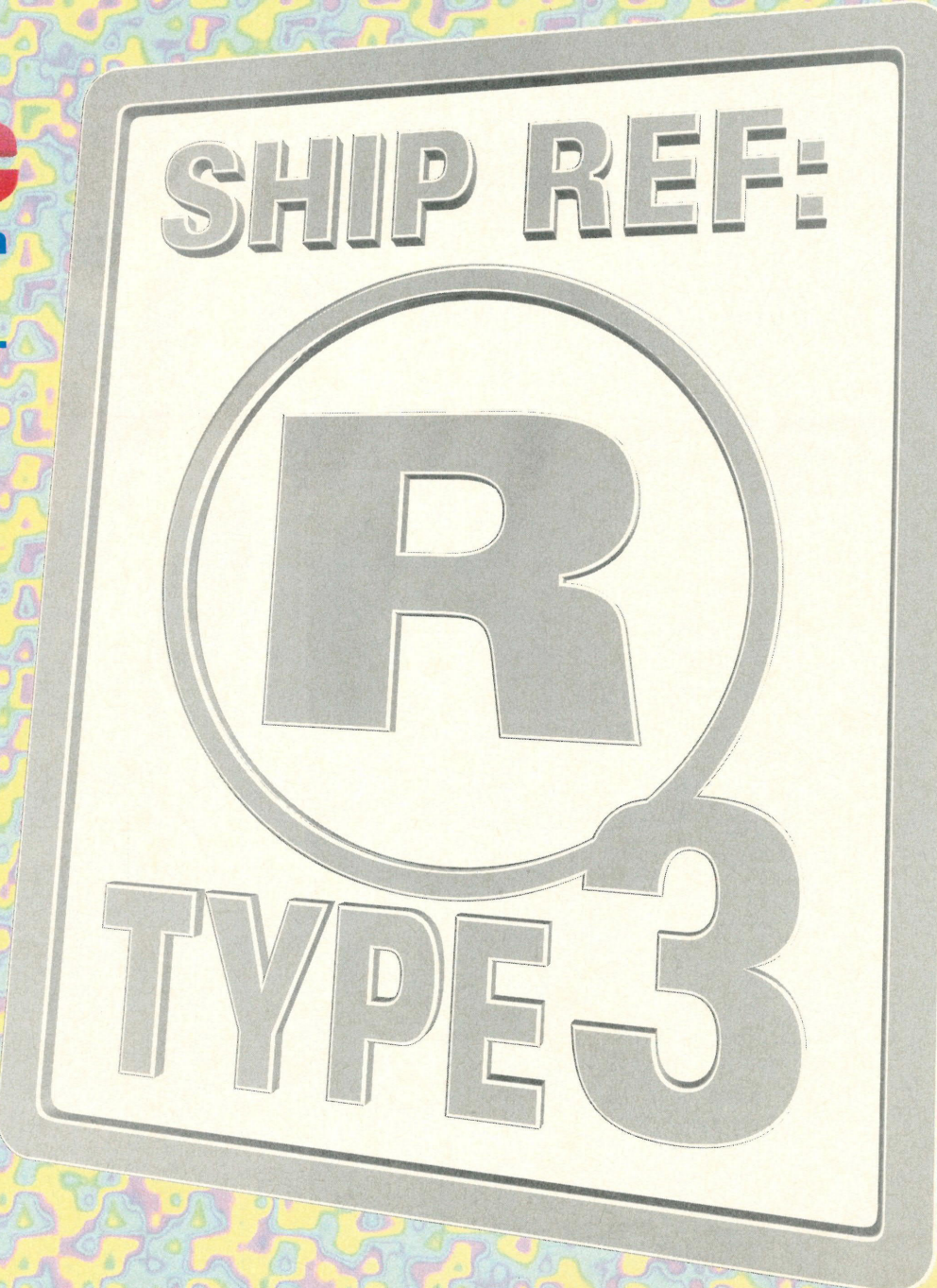
COSMIC

Into the fourth dimension with R-Type 3, Rebel Assault and Star Trek. Full reviews inside...

MORTAL KOMBAT II

Finish it! All the special moves, all the secrets and all the gore. The slashing starts on page 14...

The GamesMistress speaks! Games, baths, chocolate, rubber... ...and why she's so... decadent.



SOFT AND HARD

Which machines? Which games? What's in store this year? Check out the GamesMaster guide. Turn to page 28 NOW!



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HAND-HELD HEAVEN

pinball DREAMS

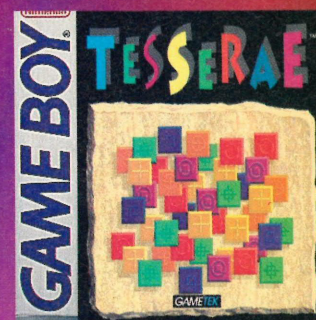
Brilliant - Amazing - Lightning Fast Pinball is back in fashion in a big way and for some it is the original and only true form of arcade entertainment.

The tables are awesome and the pressure intense as you try and try to beat the high score. Heralded as the only pinball game worth playing on the Game Boy, Pinball Dreams is the ultimate high speed thrill.



TESSERAÉ

"Easy to play, but difficult to master", Tesseract consists of a variety of mosaic tile patterns which have to be cleared by flipping one tile over another in a series of either vertical, horizontal or diagonal moves. Strategically plan your moves to find the fastest and easiest way to clear the board without flipping out.

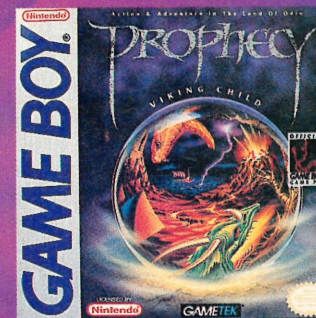


PROPHECY

VIKING CHILD

Take on the role of young Brian. Hack and slay your way past hundreds of weird and wonderful adversaries as you strive to track down and defeat the 8 bloodthirsty apprentices of Loki. Your quest will take you through 8 terrifying worlds which contain unknown villages, strange forests and boiling lava fields.

Numerous lethal traps are scattered around the terrain to thwart your foreseen quest.



the HUMANS

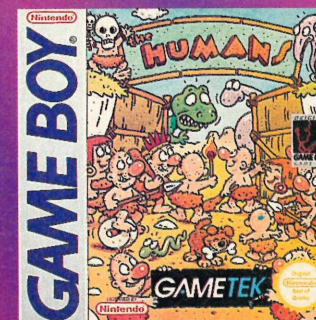
Take yourself back in time to the Stone Age where many a Neanderthal Nerd lived together in tribes.

Intelligence was bottom of the evolutionary list and boy did it show!!!

In a naive struggle against extinction, THE HUMANS had to work as a team to discover fire, weapons, the wheel and solve all number of problems in everyday life.

Finish the levels with as many of your tribesmen intact as is HUMAN-ly possible.

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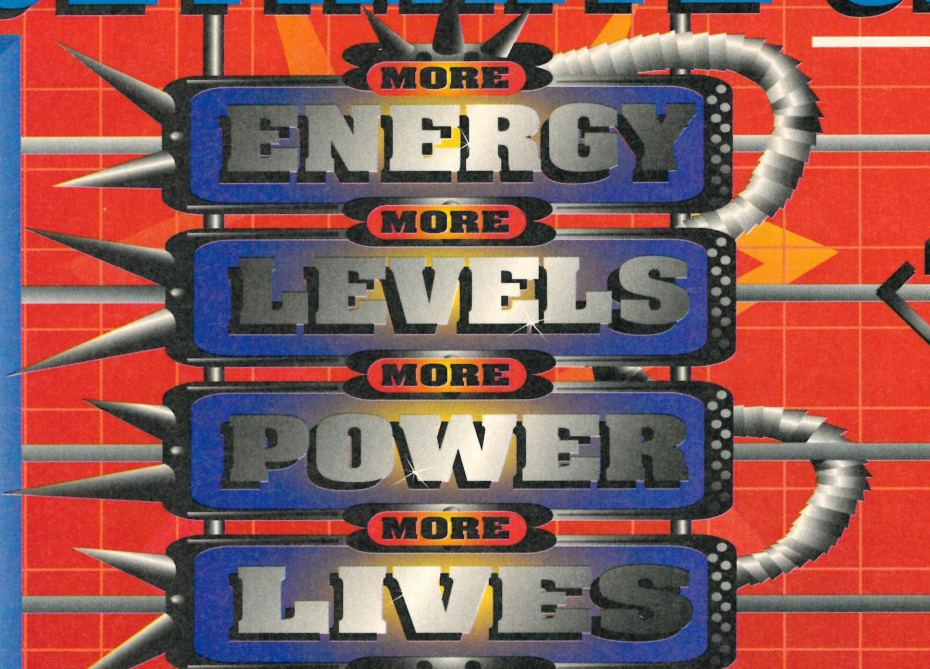
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Action Replay has always allowed you to input not only the thousands of cheats found in the cheatbook supplied or from the huge number of cheats published in magazines each month - but the feature that has always put Action Replay ahead of any other cheat system is its unique game trainer (cheatfinder) feature. Now the game trainer is even better with improved game cracking routines plus new menu systems which make cracking open your games now even easier.



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Race day: Lapping up the track

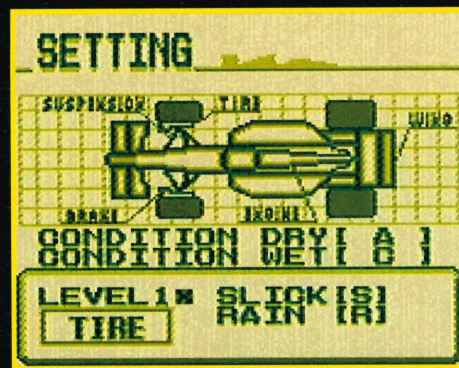
F1 Pole Position is pretty much identical to every other Formula 1 game that's ever graced a computer or console. Still, that no bad thing. Here's a step-through of a typical race from contract to the chequered flag.



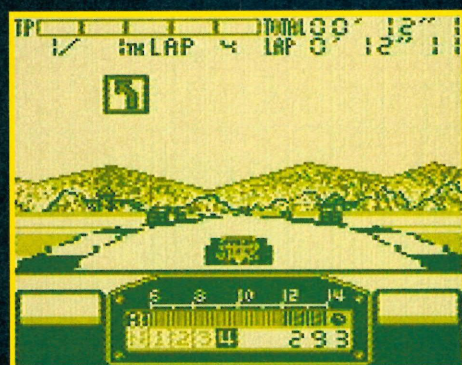
A team gives you a contract which you have to keep to or your season's over.



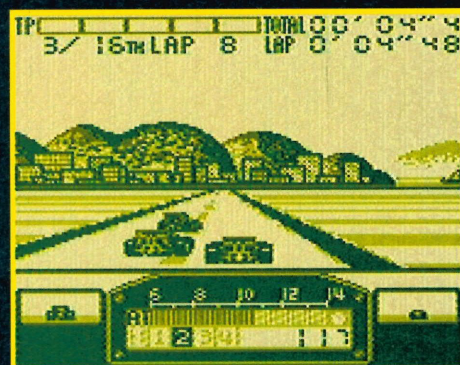
What's that bubbly, swim-suit wearing Manga girl there for? Tsk, disgraceful.



Before putting tyre to track, you've got to get the right tyres for the weather.



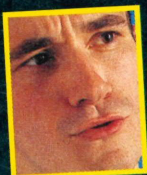
You get five laps to qualify for the Grand Prix itself. Get movin' time's tight.



In the race proper you have to out-pace the other cars. Hit 'em and you'll lose speed.



Win the race and you get to cuddle up to another fluffy-looking Manga babe.



Chris doesn't know the Pole Position, but suspects it involves eastern European women.

Okay, don't get me wrong, I like Formula 1 as much as the next man, but aren't cars with wide wheels, spoilers and stickers on them usually the domain of blokes called Darren? All the F1 cars are missing are the

fake leopard-skin seat covers and oh-so-funny 'Mechanics have big nuts' sticker.

F1 titles have always been a popular part of gameplaying scene and they've always been pretty much identical to the first F1 game, Namco's Pole Position.

Ubi soft's latest has an official licence from the F1 constructors, includes real racing circuits from around the globe, boasts famous F1 drivers like Mansell and Senna,

and has all the usual car construction set-up screens where you can choose different tyres, suspension set-ups, engines, gear boxes and so on.

Out on the track, the action alternates between qualifying sessions and races. Driving the car is simple, you spend most of the time zooming about at top speed,

easing off the pedal and braking for corners. Automatic gears make things easier, but the car's not as fast in this mode. It all works very well. It's slickly programmed, but exactly the same as every

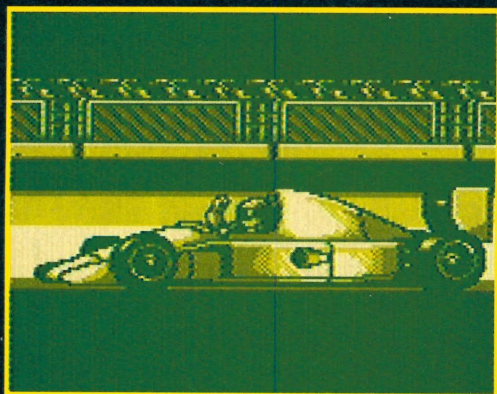
POLES
All the F1 drivers and courses are in there and it all works very well

For Game Boy (1-4 players)

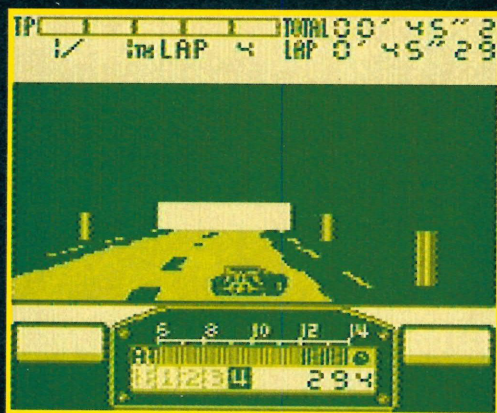
From Ubi Soft

Price £25





It's an unmarked Formula 1 car. It must be the rozzers on the prowl for speeders.



The circuits are replicas of the real-life tracks. Monaco even has its famous tunnel.

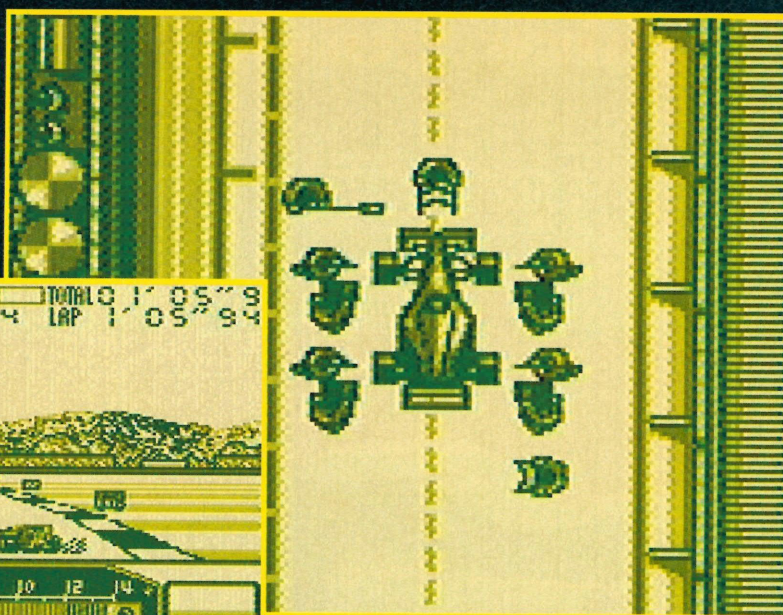
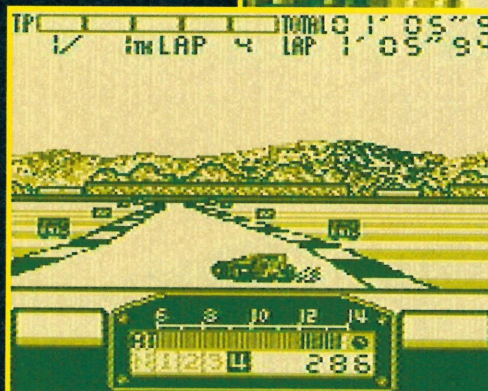
other F1 racing-type game I've ever played on the Game Boy.

Like real F1 racing, success comes from learning both the circuits and when to brake. Hit another car or one of the trackside signs and you'll lose speed, possibly blowing your chances of winning the race.

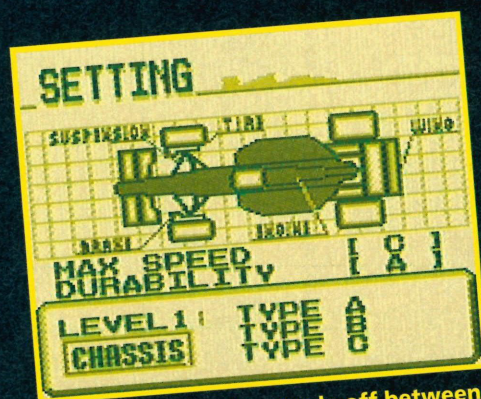
On the easy tracks you'll hardly ever brake as you scream around the track on your way to victory. On the tougher circuits, however, you'll keep going off course and'll be lucky to qualify at all. So, is this frustrating or testing? Well, that depends if you like the game.

F1 Pole Position does play well and is quite entertaining for a while, but it's just too boring to make you want to play for more than a couple of seasons. The mutli-player

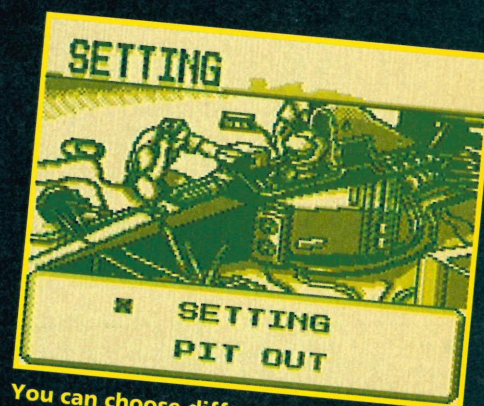
The crew gather round the car, jack it up, change all the tyres and stuff an old lady's wheely shopping-basket under the front spoiler. All in 27 seconds...



To the left is the San Marino circuit. San Marino, aaah! Don't mention San Marino.



Building your car is a trade-off between speed, strength and road-holding.



You can choose different tyres and repair your car in the pits.

MOLES
The races do get very repetitive and you need to spend a small fortune to play a four player game

options don't add a lot to the game – and you need an extra cartridge for every player.

This isn't a dreadful game by any means. In fact, it's better than other Formula 1 games on the Game Boy (although, F1 Race has a better multi-player set-up). If only it had added something to the basic, workman-like racing game it could've been very impressive. As it is, it's just a competent, but uninspiring F1 game that quickly becomes repetitive.

CHRIS

T!

F1 Pole Position

Looks ■■■■■■■■■■

• The basic tracks are... Well, quite basic really, but the cute Manga pics liven it up

Sounds ■■■■■■■■■■

• Apart from a very annoying engine noise and a naff tune there's not a lot here

Gameplay ■■■■■■■■■■

• Solid Formula 1 racing fare. The same as countless others, but no worse for that

Lifespan ■■■■■■■■■■

• The season takes a while to play, and if you have two carts you can race a friend

The bottom line

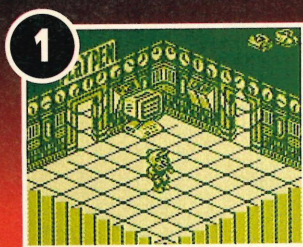
"A Formula 1 racer that sticks rigidly to the format established by the first Pole Position. It's still a good game, though, and should keep you going for a fair while"

■ Levels 16 tracks
■ Difficulty Average
■ Continues Password
■ Release date . Out now

Final score

79%

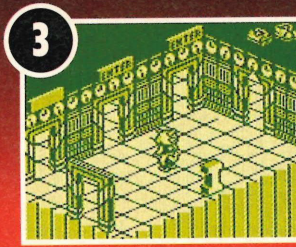
A quick guided tour...



1 This is where you start. That monitor might tell you something useful.



2 Head for the lift (once you've paid the attendant, that is).



3 Here we are at level 1. Three portals beckon. Oer - which one?



4 You can stop at this monitor if you like, but it's a bit cryptic.



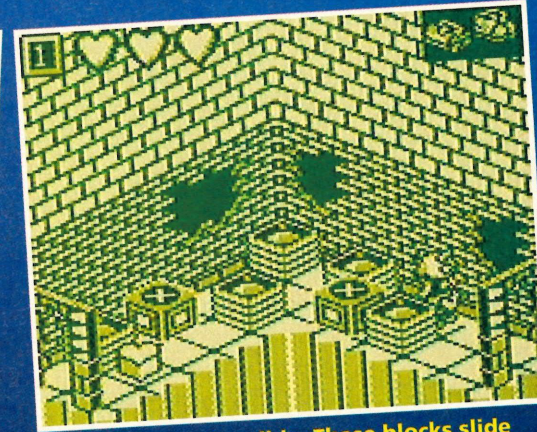
5 This is the start of your chosen mission. There's no going back (literally).



That duck's no good. You need a bomb to get past these blocks.



You can't go over or around these blocks, so the only way left is underneath.



Oh, now this is horrible. These blocks slide about, squashing you against the fatal ones.



Dane McLennan used to think that **Monster Max** was some kind of a strange Game Boy character. Then she saw **Frank** kitted out in his great-grandfather's grubby old macintosh...

Max is a man with a mission. He wants to be the lead guitarist in a rock band. One or two obstacles stand in his way, though. First, the world's been taken over by a tyrant who's banned all rock music. Second, he has to finish his course at the Mega-Hero Training Academy.

Now, this doesn't involve half a dozen night-classes and a multiple-choice exam. No. We're talking nine increasingly difficult levels,

with three tasks a piece. These tasks involve Max in finding his way through a dozen or more linked rooms, all of which house a logic or timing puzzle. Or both. And they're not nice.

Despite the old format of isometric 3D graphics, **Monster Max** manages to come up with the goods. For a start, there are lots of special objects to pick up. A pair of boots let you jump in the air, a pile of miniature bombs lets you blow things up and a duck lets

MAX
A giant playing area, handy passwords, lots of different puzzles and great playability

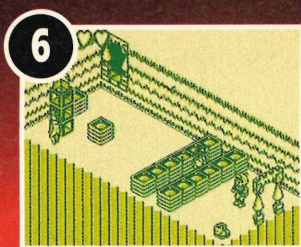
For Game Boy (1 player)

From Titus

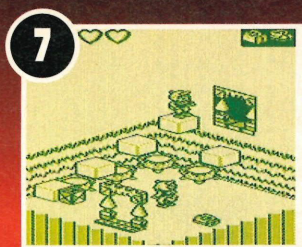
Price £25

MONSTER

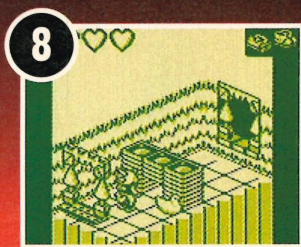
Now, let's get this straight. There are nine training levels, each of which has three missions. And each mission has lots of rooms. And each room has its own logic and / or tricky timing puzzles and – possibly – more than one exit. Fetch me those aspirins...



6 Hmm... Maybe a bomb would get these lethal blocks out of the way?



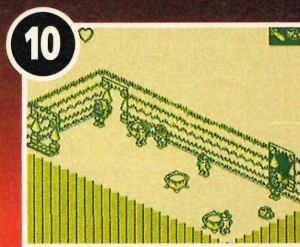
7 This room is a total git. You need to jump on a vanishing block.



8 See that duck? That helps you 'duck' under those lethal blocks!



9 You can get this sword by riding the mini-lift up to the raised blocks.



10 You did get that sword, didn't you? There's no way out without it...



Just to worry you, some of these blocks will disappear when you jump on them. Ha, ha.

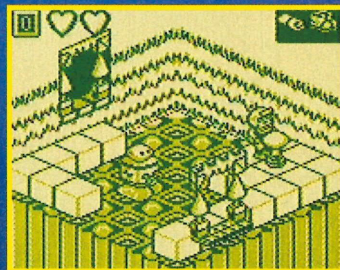
you duck beneath obstacles (groan). There are loads of these pick-ups, and half the fun is working out what they do (and why you've got the wrong one, dammit).

The rooms are varied, too. Sometimes you have to memorise robots' movement patterns, sometimes you need pixel-perfect jumping skills and sometimes you need split-second timing. Mostly, though, you need a brain.

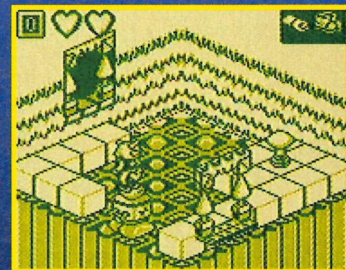
It's hard to describe just how big this game is. Work it out: The training academy alone has nine

TOTAL! TACTIX

This one's a bit of a poser, but there are a couple of little clues here: That idle robot in the middle of the room and what looks like a giant joystick knob on the right. Is there a connection?



If you push the joystick knob (by walking into it) the robot moves around the room in the corresponding direction. Isn't that clever?



Well, it is when you guide it to that gap between the blocks and then jump on its head to get across. You gotta be smart to play this game...

levels, with three tasks in each and at least a dozen rooms for each task... We're looking at well over 300 rooms already!

It's also brilliantly playable. Max responds to the controls quickly and accurately. Sometimes the details get a bit lost, but for the most part the graphics are clear and detailed.

Even the game structure's great.

You don't have to finish all three tasks – if you've got the money, you can bribe the lift attendant to take you to the next level. And you can call up your current password at any time.

Monster Max is the perfect game for the Game Boy. It may not be especially original, but it's huge, it's fun and it's got heaps of variety. I love it.

DANE

T!

WAX
The graphics occasionally get a bit confusing. And it's kind of an old-fashioned formula

Monster Max

Looks ■■■■■■■■■■

• Lots of detail, good animation and very little LCD blurring

Sounds ■■■■■■■■■■

• Good tunes (for the Game Boy) and plenty of good effects, too

Gameplay ■■■■■■■■■■

• Tough, but never (quite) impossible. Tests lots of gameplaying skills

Lifespan ■■■■■■■■■■

• This game is huge. Huge and difficult. But you'll love every minute (almost)

The bottom line

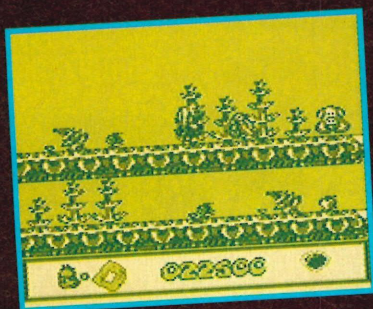
"It's hard to see how a game this big could be squeezed onto a GB cart – real value for money. It plays brilliantly, and tests your brains as well as your arcade skills"

■ Levels 10
■ Difficulty Hard
■ Continues Infinite
■ Release date . February

Final score

90%

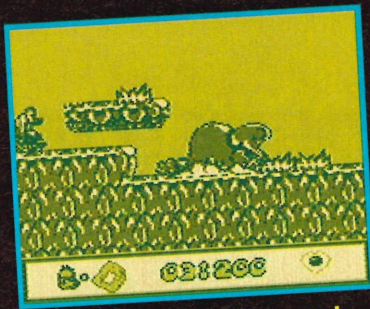
MAX



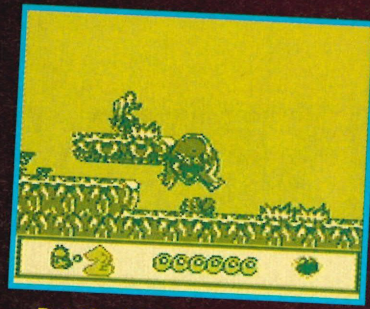
Chuck eyes up tonight's pork roast. Lush, lush, lush, lush.



What kind of a caveman is scared of spiders?



This is a triceratops boss and it's one nasty customer...



... But the bigger they are, the harder they fall!

CHUCK ROCK

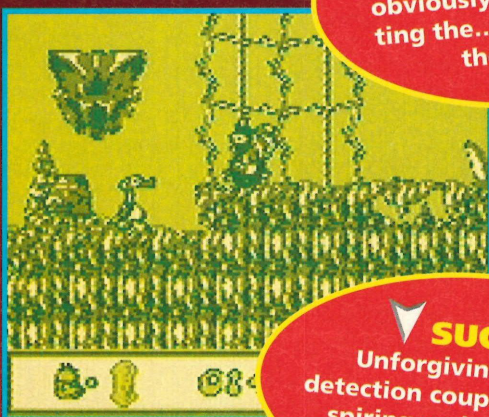
For **Game Boy (1 player)** From **Sony Imagesoft** Price **£28**



If evolution's a case of survival of the fittest, how come James Binns is still around...

Life was tough back in them days, y'know. It wasn't all soft sabre-tooth tiger-skin pants and barbecues in the cave. No. Back then a caveman had to show his worth the hard way.

And just how was an ugly, hairy, pot-bellied, bad-breathed Neanderthal to prove himself?



A prehistoric duck eyes up a black and white minstrel-style Chuck. Mammy!

CHUCKS
Well, there's the... And obviously the... Not forgetting the... I also quite liked the palm tree

SUCKS
Unforgiving collision detection coupled with uninspiring and unrewarding gameplay

Well, most traditional careers were out of the question because there was no money to pay people with. Flash cars were good in principle, but unfortunately, manufacturers were still waiting for the arrival of the wheel. Even wit and charm wouldn't get you far – Oscar Wilde was not well known for his grunts and bodily emissions.

All you could do was waddle around, lug rocks and hit things with your belly. But, what if you could only waddle really slowly, never went anywhere interesting, and your tummy was endowed with dodgy collision detection? Well, you'd be a bit sad, wouldn't you? A bit like this game, really.

Chuck Rock has a puzzley platform feel to it, but it never rises to the challenge thrown down by so many other Game Boy carts. The puzzle bits are pathetic and the game lacks a sufficient amount of arcadey bits to get any kind of excitement together.

The graphics are uninspiring and the sprites are simply too small to have any kind of character. I liked the palm trees, but apart from that there's nothing in here. And while the sound effects are okay, the tunes are really far too fuzzy to give players any real pleasure.

I wouldn't bother buying this cart, not least, because the whole thing

feels like a chore. Still, what do you expect? Chuck Rock was, after all, a massive hit on the Mug-O-Drive a couple of years ago. Explains a lot. **T!** **JAMES**

Chuck Rock

Looks ■■■■■■

• Some lumbering sprites and unlush backdrops. I like the palm tree, though

Sounds ■■■■■■

• Reasonable enough effects and a batch of fuzzy, irritating tunes

Gameplay ■■■■■■

• Unresponsive controls and some really ropey collision detection

Lifespan ■■■■■■

• Trust me on this – you won't want to play it for very long

The bottom line

"This is out of the Dark Ages. Dodgy collision detection and a lack of any interesting missions kill this one off. They really are spoilt on the Mug-O-Drive, aren't they?"

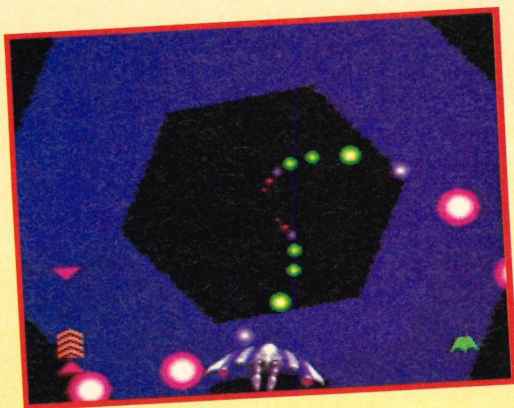
■ Levels 12
■ Difficulty Intermediate
■ Continues 1
■ Release date . Out now

Final score
50%

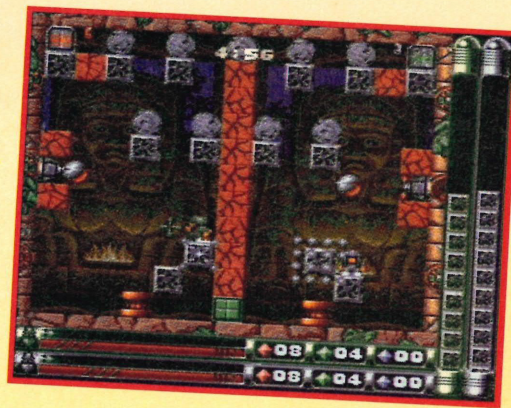
Chuck shows off his big fat gut. Look out, ladies!

Club Tropicana drinks are free, Fun and sunshine...

Look, Chuck's invented the bidet. What a guy!



WIN!



A FAB GOLDSTAR VCR AND OODLES OF SALES CURVE GAMES



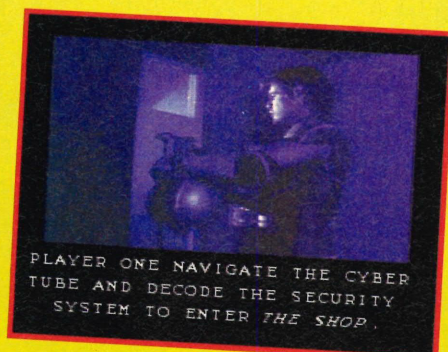
To celebrate the release of Troddlers and Lawnmower Man, Sales Curve are giving away some rather attractive free stuff! You could win 400 quid's worth of fantastic Goldstar VHS video recorder (with yummy SCART and AV sockets to improve your SNES related activities). Runners up will win one of five copies of the fantastic Troddlers cart, or one of five Lawnmower Man carts. So, how do you win this fabulous kit? Simply answer the five questions below! Easy innit?



Video shown here is about fifty times better than the one you'll win.

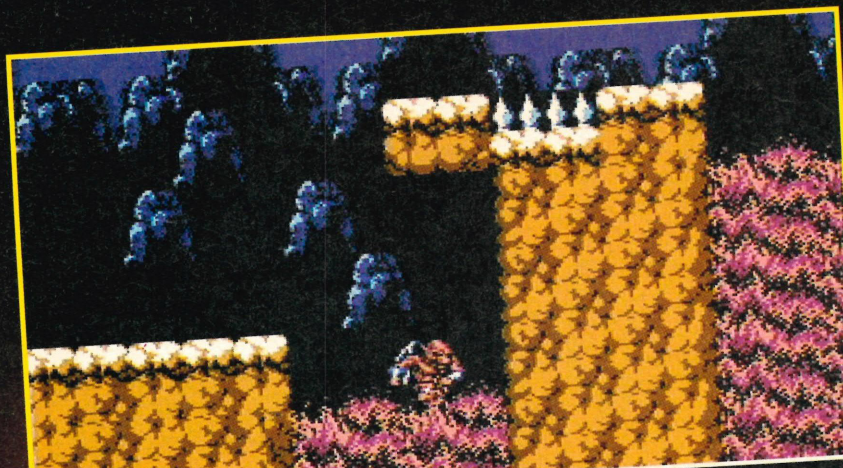


- 1 Which actor plays Dr Angelo in the Lawnmower Man movie?**
- 2 Name the detective series he used to appear in.**
- 3 Which secret agent is the same actor tipped to play next year?**
- 4 Who was the best James Bond: Connery, Moore, Lazenby or Dalton?**
- 5 Was question four a dead giveaway or what?**



Send your entries on a postcard to: Sales Curve Compo, TOTAL, 30 Monmouth Street, Bath, Avon BA1 2BW. Closing date is March 1st. All the usual rules apply, and Frank's decision is final.



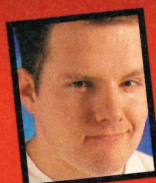


To get through this section, you have to carefully make your way up the wall, jump off at the top and then fly back to avoid being killed by those spikes. Gargoyle's Quest is very tough to play. So, be warned!



Shoot the baddies before you make the jump. Actually, that's a bit obvious really. Sorry about that.

GARGOYLE'S QUEST



A brand new game for the NES? A good one? From Capcom? Surely this can't be true!

Frank plugs in the NES and checks it out.

For NES (1 player)

From Capcom

Price £30

magic powers, plus you're armed with a rather nifty floating ability.

You can access this power by pressing and holding down the jump button. Your floating ability is dependent on an energy bar. When this bar reaches zero, you fall to the ground.

The floating ability is really what the game hinges on. Once you've mastered it, things get

easier and the puzzling platform layouts start to make more sense. The weapons all vary in strength and range, but they don't alter the overall feel of the game.

Initially, the game seems to be split into two distinct parts, i.e: Role-playing and a platform sections – don't be fooled, though. The RPG bits are basically a way to move between the platform levels.

Most nintendo games have you playing the title's hero. Gargoyle's Quest, however, puts you in the shoes of a baddie. You play the part of a Gargoyle on a quest to prove his worth while saving the king.

The gargoyle may look familiar, and so he should. He was the one who swooped down and really annoyed you on the later levels of Ghosts 'N' Goblins.

As the gargoyle, you have a few tricks up your sleeve. You can collect loads of weapons and

BLOOD
Among the best graphics on the NES. Some tricky and involving platform gameplay

Spikes are really the main problem. You can't always see where they are, but the game always gives you the chance to play it safe.



These leaping fiends have to be shot in mid-air. The only trouble is jumping puts you in their line of fire. Hmmm...

EST 2

This game started life on the Game Boy and, to be honest, it hasn't changed much. The graphics are very similar, albeit in colour – and it looks gorgeous. The sprites, backgrounds and attention to detail are all pretty impressive. Even the music – normally the last consideration on a game – is eerie and atmospheric.

MUD
Virtually pointless RPG sections and some frustrating platform layouts

The gameplay's fab. It's annoying during the RPG sections, but the platform action should keep you amused for weeks. There's not much brain power involved, but for a quick-paced jump 'n' blast, you won't go far wrong with this one. Learning how to control the Gargoyle is half the fun, and once you have, the game really comes into its own. Some of the graphics on later levels have to be seen to be believed. All in all, this game has to come highly recommended. Stunning stuff. **FRANK T!**



Get onto that floating platform, re-charge your jump energy and fly off the edge.



This is the part of the game where the graphics really start to improve. Just check out that lush and attractive vegetation.

Role-playing shame

Capcom have obviously tried to widen Gargoyle's scope by including a semi-RPG section. But don't be fooled – it's a con. The top-down scrolling Zelda-style sections are actually an aside to the purely platform based gameplay.

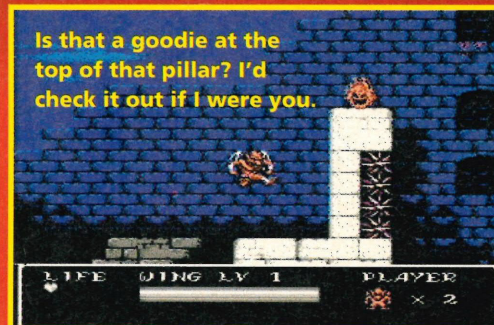
You can wander around these haunted villages, talking to the various ghouls and ghosts, but all they do is



explain the rather weedy plot. This is actually very annoying, because it takes ten minutes to reach the platform sections and you have to talk to loads of characters on the way.

A top tip for avoiding all this nonsense on the first level, is to head towards the long thin building on the right of the palace. You can do your training straight away and then whizz onto the platform action.

Is that a goodie at the top of that pillar? I'd check it out if I were you.



Gargoyle's Quest 2

Looks ■■■■■■■■■■

• Fabulous – even better than other Capcom games – with great backgrounds and sprites

Sounds ■■■■■■■■■■

• Nice creepy tunes, great sound effects and a suitably haunting atmosphere

Gameplay ■■■■■■■■■■

• After the tedious RPG sections, you'll be relieved to find a smart platformer...

Lifespan ■■■■■■■■■■

• ... Which is big, tough and attractive to look at. Plenty of game here, folks

The bottom line

"Capcom have basically produced a full-colour version of the Game Boy classic. Fast-paced with beautifully detailed backgrounds and sprites. This is smart stuff"

■ Levels Plenty
■ Difficulty Hard
■ Continues Password
■ Release date . Out now

Final score
82%

WIN!



Incredible CONVERSE Basketball Goodies

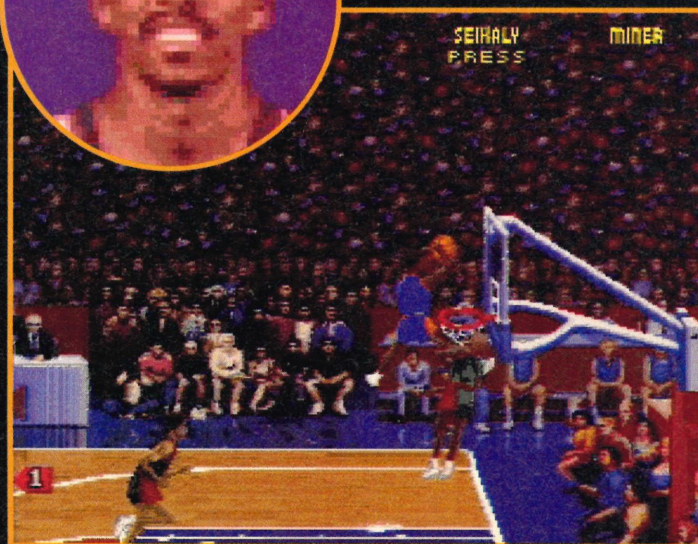
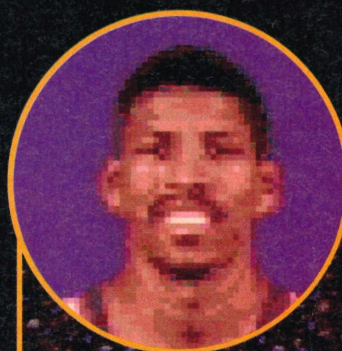
Acclaim have teamed up with Spalding and Converse to give away some utterly fantastic prizes. First up, one lucky reader will receive the full Converse Phoenix Suns' kit and a Spalding Basketball autographed by Kevin Johnson, the hottest new player around.

As if that wasn't enough, ten lucky runners up will receive a copy of NBA JAM on the Super NES. Too good to be true? Just answer the questions below, and make it snappy.

- 1** Name the '70's famous comedy basketball team.
- 2** Which Chicago Bulls player has a make of boots named after him?
- 3** Name the Wesley Snipes/Woody Harrelson basketball movie.
- 4** What's the longest air-time a basketball player has achieved?
- 5** What are the famous, original Converse basketball shoes called?

TOTAL!

Send your answers on a postcard to: JAM compo, TOTAL, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW. Closing date is Tuesday March 1st and Frank's decision is final!



TOTAL!

TACTIX

In a complete festival of madness and generosity, this month sees not one, not two, but three pages of the very meanest Super NES, NES and Game Boy hints, tips and cheats. Yeeesss...

MARIO 1



Proud NES owner, Mr Dean Hawkins, from Merseyside, has sent us this 'ere cheat for Mario 1. After you die, press **A** and **START** together. You'll now be able to continue on the world where you died. Simple as that.

ZELDA IV



Here's a seriously unethical cheat from Visa Kingham (a person with a heavy junk mail phobia). If you don't mind a spot of shop-lifting, get your sword, go back to the village and enter the shop. Then pick up the item you want to nick and carry it to the shopkeeper. Now – while he's looking at the top of the screen – nip out the door before he can turn around and stop you. Unfortunately, when you re-enter the shop, the shopkeeper will kill you – but you do get to keep the item! Repeat this process until you're fully kitted out! Nice one, Visa.

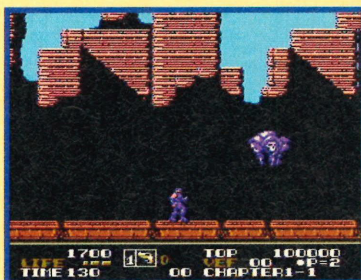


A special Valentine fairy whooshes about giving you heart-shaped energy boosts. Nothing to do with the shop!

LOW G MAN



You'd better look out Paul Weaver – there's another Welsh games guru on the block. Robert Sparey from Mid-Glamorgan is the man, and these are his codes for that most excellent game, Low G Man. Type the code **LOBB** if you want eight lives and **SCHOT** for 99 weapons. More from Robert in next month's TOTAL.



More lives and weapons are up for grabs in Low G Man on the NES. Go for it!

SUPER BOMBERMAN



Paul Nuttall from Hove, has sent in a curious human-fireball tip for this smart multi-player game. On the occasions when you become invincible for a few seconds (like when you die or when you start a new level), lay down a bomb and stand on it. When the bomb goes off, go into the flame and keep pressing the **A** button. You'll now become a ball of flame and, for the next five to ten seconds, you'll be able to kill everything in sight. That's the kind of solution I'd expect from Hove.

SUPER MARIO WORLD



Don't you just love the fortress section in Super Mario World? Do you want to play it again and again in that special Groundhog Day kinda way? You do? Well, it couldn't be easier, matey. Simply go up to the fortress and hold down the **L** and **R** buttons together. You can repeat this process every time you get the urge. Thanks to Gary Hockley from Middlesex for that one.



Mario holds something that looks just like an electric guitar. Play that thing, you rock 'n' roll maniac, Mario!

PRINCE OF PERSIA



Fancy cheating your way past the final boss? Well, Stanley Shek from sunny Bournemouth can help. First enter your password as **SPECIAL**. The game won't accept this, so cancel it, and start the game. Now **PAUSE** the game and press **B, C, UP, DOWN, LEFT, RIGHT, L** and **R**. You should now hear a sound. Next, hold down **START** and press **SELECT**. Now choose the stage select and go to

level 20. Then, when you're sent to fight the final boss, move around the pad in a clockwise direction pressing all the buttons (except for the **L** and **R** ones). Eventually the screen flashes, and you've completed the game.



Ever noticed how the character you play in Prince Of Persia has an Inspirall Carpets haircut? Magic carpets more like!

ACTRAISER



Here's a top tip from top tips' master, Gideon Isaac in South Wales. To get an extra life in his cool arcade slash 'em-up, simply flood the lake on the West Side in Bloodpool. Easy. Ta, Gids.



A weird horse-like creature stands before you in the clearing. Isn't fantasy the dullest thing on Earth?

BATTLETOADS IN BATTLEMANIACS



If you fancy five lives instead of the usual three (and who wouldn't?), simultaneously press **A, B, DOWN** and **START** on the intro screen. You can also do this on the continue screen. Very useful. Thanks to Chris Hunter, from Lancashire for that one.

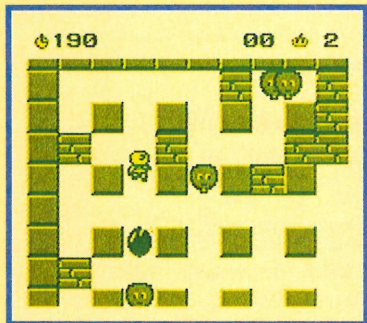


Games from the good 'ol days. Playing cards, chess and draughts. Ring any bells? No, I didn't think so.

DYNABLASTER



If total mayhem and carnage tickle your fancy, then listen up, troopah! First enter the code **B?1RL2XW**. (This gives you the Firepass icon and destroys the Windria City.) Now go to the centre of the Island and collect some Firepass icons. Select any stage and start playing. Then drop a bomb and stand either to the immediate left or right of it. Next walk around pressing the **A** button. You'll now be able to blow up everything in whichever direction you choose to go. Thanks to **Shaun Royles** from **Cheshire**.



Hold on. That looks like Bomberman. Yes. I'm sure it is. You are Bomberman, and I claim my five pounds!

TEST DRIVE 2



Bought this game by mistake, did you? Well, if you are stuck with it, you might as well make the most of a bad thing. When you're racing, press **L** and **R** on joypad 2. You can now fine tune everything on your car. (Well, everything except the game itself, that is.) Thanks to that wee laddy **David Farquharson** from **Lanarkshire, Scotland** for that.

TINY TOONS ADVENTURES



Tiny Toons looks good and plays well, but what if you want to see the whole thang? Well, all you do is use the codes sent in by **Steve Rance**, from **Peckham**! Rrrrrrespect!

EASY LEVEL 1

LOONIVERSITY: **BABS-GOGO-MAX**

EASY LEVEL 2

WILD WEST: **PLUC-BOOK-ELMY**

EASY LEVEL 3

GHOST HOUSE: **MAX-CALA-SHIR**

EASY LEVEL 4

AMERICAN FOOTBALL: **ELMY-ROAD-SWEE**

EASY LEVEL 5

SPACE: **SWEE-PLUC-BOOK**

HARD LEVEL 1

LOONIVERSITY: **PLUC-BABS-BOOK**

HARD LEVEL 2

WILD WEST: **ROAD-MAX-ELMY**

HARD LEVEL 3

GHOST HOUSE: **GOGO-SHIR-SWEE**

HARD LEVEL 4

AMERICAN FOOTBALL: **BOOK-PLUC-BABS**

HARD LEVEL 5

IN THE SKY: **GOGO-CALA-ROAD**

HARD LEVEL 6

SPACE: **MAX-BABS-SWEE**



Look at them little legs go. Tiny Bugs Bunny breaks the world land-speed record. Did anyone mention rabbit stew?

MARIO WORLD



Cats get nine lives... But Mario gets 99. Well, he does if he uses our smashin' lil' ol' cheat. In Vanilla Secret 2 go to the pit which has eight monsters in it. Now ram the second block from the left and a grey P block will appear. Pick it up and walk back to the two pipes (after the small goal). Push it and walk left picking up all the coins you can get. After a while the coins become 3-ups. At the end of the road you will have 54 extra Marios (or Luigis). Repeat this process and you'll be able to top up to the maximum of 99 lives. Thanks to **Christiaan Luteyn** from **Holland**.



Mario visits Garden World and purchases some green pipe and a venus fly trap. He leaves in disgust though, when someone mistakes him for a gnome.

F1 EXHAUST HEAT



To go ridiculously fast on this pretty, but uninspiring racing game, get a rapid-fire joypad and follow this cheat. When the race starts put **L** and **R** on auto-fire and hold **B**. Now you'll be going at 400 mph for the rest of the race. Turbo-nutter-mental, or what? It was that speed freak **David Farquharson** from **Lanarkshire, Scotland** who sent that one in.



I thought this was a race. Where the hell is everyone?

STREET FIGHTER II TURBO



So, kid. You're getting mighty tired of Street Fighter II Turbo, are you? Sure you love the game. It's just that every time you play Davy Chan from around the corner, you loose. He can do all the special moves and just fireballs and dragon punches your ass into oblivion. It's just not fair! Well, now you can get your own back by turning off the special moves. When you're at the country/handicap select screen, plug in joypad 2 and press **DOWN, RIGHT, UP, LEFT, Y, B, X** and then **A**. This will bring up an option screen where you can disable the special moves. Big thanks go out to **Karan Samprat** from **Kent**. Nice one, matey!



You don't frighten me, Sparky. Here I come with a low kick. I'm gonna hurt you real bad, boy!

CYBERNATOR



To get infinite continues on this rad blaster press and hold **LEFT, RIGHT** and **UP** simultaneously on the title screen. Thanks again **Karan Samprat** from **Kent**.

FINAL FIGHT 2



To reach the Champion edition of this game, press the following as quickly as you can. **DOWN, DOWN, UP, UP, RIGHT, LEFT, RIGHT, LEFT, L** and then **R**. If you've got it right, the screen will turn blue. That one's from **Karan** again.



A car mechanic goes crazy, screaming, 'You expect me to fix that cack heap?'

GOOF TROOP



Just one more tipette from that superstar **Karan Samprat**. It's the code for the final stage of Goof Troop and it go like dis... **Banana-Cherry-Emerald-Ruby-Banana**.



Savour our fruity codes for Goof Troop on the SNES.

PAPERBOY II



We wouldn't advise you to buy this game, but if you already have, then **Neil Muggleton** can help you out with some level codes.

SECOND WEEK: **ROUTE 3875**

FINAL WEEK: **ROUTE 7946**

GUNSMOKE



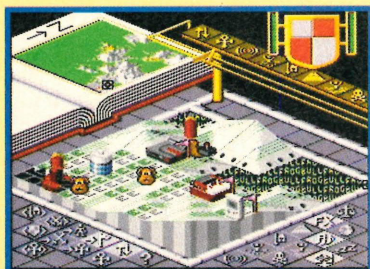
Where would you put 300 bullets if you had them? You'd put them into the bad guys, wouldn't you? (You'd probably put them into your machine gun first, though.) To get 300 bullets, press **A, A, A, A, SELECT, SELECT, SELECT, SELECT, RIGHT, RIGHT** then **START** when the title screen appears. So, now you've got the shooters - do the job. Thanks go to **Robert Ellis** (**Walthamstow's** biggest Take That fan. Probably).

POPULOUS



We thought our man – Weaver of the Valley – was good at Populous when he sent some codes in. But we reckoned without **Neil Muggleton**. (He probably knows how much I hate typing out codes and only sent these to torture me.) Well, here we go. Code frenzy a-go-go!

- 0: GENESIS
- 25: QAZITORY
- 50: HOBZJOB
- 75: RINGOXMET
- 100: CALEOLD
- 125: FUTDIMAR
- 150: BINQUEME
- 175: ALPAPAL
- 200: EOAMPMET
- 225: HURTOGODOR
- 250: VERYOXT
- 275: BUGINOND
- 325: SCODEING
- 350: SUZDIEHOLE
- 400: BADMEILL
- 425: BURIKEPIL
- 450: JOSYMAR
- 475: MINCEMAR
- 500: SHADWILDON
- 526: WEAVPEED
- 550: SWAUSDOR
- 575: DOUHIPHILL
- 600: LOWOOND
- 624: BADOXPET
- 650: MORSODHAM
- 673: HURTWILDR
- 700: HAMOZER
- 727: SADPEEND
- 751: ALPGBJOB
- 776: EOAKOPILL
- 801: HURTUOLD
- 826: VERYUSMAR
- 851: BUGSODME
- 878: WEAVMPOUT
- 901: SCOOZMET
- 925: FUTINBOY
- 951: SADET
- 977: IMMOKPLOW
- 988: HAMUME



Get a kingdom of your own with Populous on the SNES.

SUPER PROBOTECTOR



A few handy hints here for this beeyootiful shooter. To get 50 lives, press

DOWN, R, DOWN, DOWN, R, R and **START** on the title screen. And if you fancy a level select, go to the title screen again and press **L, DOWN, DOWN, L, L** and **START**. Many thanks to hardman, **Scotty David Farquharson** for that one.

STREET FIGHTER II



We've printed this cheat before, but just in case any of you missed it, here it is again! If you both want to play the same character in a two-player game, wait until the Capcom logo appears, then press **DOWN, R, UP, L, Y** and **B**. The screen should turn blue and offer you a new option screen. (You can also choose a new music track here.) Thanks to **Dale Green** from **Derbyshire** for reminding us of that one.



E Honda takes on **Dhalsim**. Are they the Laurel and Hardy of the Street Fighter universe, or what? What, probably.

NIGEL MANSELL'S WORLD CHAMPIONSHIP



Chris Hall, from **Essex**, played this game non-stop before calling us in a rush of excitement to say he'd completed it. He then tried to shout the codes down the phone! Being miserable gits, we insisted that he send them in, and here they are. The mother-load. **Chris**, you really are a star, mate.

SOUTH AFRICA
X77P1732M0L5Q09W2: 10 pts

MEXICO
F1QL1SPDRD7J4QMHW2: 20 pts

BRAZIL
FFWPNQDWGCD5L7L5L: 30 pts

SPAIN
MXW.2C8HIMWQYSG54L: 40 pts

SAN MARINO
QRVPF9NG46SRF8RGWX: 50 pts

MONACO
P2WLK81JWVDNSHRSSR: 60 pts

CANADA
T3N39MN7VD84B8.W8X: 70 pts

FRANCE
WRQGBNLK53PTPKQZQ7: 80 pts

GREAT BRITAIN
H9WSGC45B.NB0M4.L5: 90 pts

GERMANY
QFVSTVJB4J4TPP3HT1T: 100 pts

HUNGARY
075X19GZKB.92NDP25: 110 pts

BELGIUM
5RRMVKMRPTWRT3ZTM5: 120 pts

ITALY
XRPWBC440TGRVRW8MD: 130 pts

PORTUGAL
M7899XJ70BK85.K5HH: 140 pts

JAPAN
.VM6P8L3V010Y93KVY: 150 pts

AUSTRALIA
CSFB2BRBTHSKL866MY: 160 pts

SMART BALL



This platformer is currently only available on an import basis. Still, there may be a few of you out there keen to get your mitts on this juicy level select. Press **UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, SELECT** and then **START** on the title screen. Now simply choose your level and away you go. Thanks to Welsh boy, **Robert Sparey**.



TURTLES IN TIME
Patrick Hastwell wrote all the way from **Australia** with this Super NES tip. He says that all you have to do to select one of the game's bosses is wait until you see the title screen, then, using joystick 2, press **UP, UP, DOWN, DOWN, DOWN, B, A, B**. You can now start the game from the select screen. Cowabunga, Oz dude!



Leonardo gets fried in the annual lycra jumpsuit awards. If only he'd consulted **Vivien Westward** first...

ALADDIN



Wow! That there nimble-fingered **Jez Arnold** from sunny **Worcester** completed Aladdin in a single morning. And he says it's well easy. But, just in case anyone out there's still struggling with ol' baggy pantaloons, he's sent in these level codes to help you out. Respect is due.

END OF LEVEL 1
GENIE – ABU – ALADDIN – KING

END OF LEVEL 2
AFAR – ABU – JASMINE – GENIE

END OF LEVEL 3
GENIE – JAFAR – ALADDIN – ABU

END OF LEVEL 4
ABU – ALADDIN – GENIE – JASMINE

END OF LEVEL 5 (BONUS LEVEL)
JASMINE – JAFAR – KING – JASMINE

AFTER BONUS LEVEL
AFAR – JASMINE – ALADDIN – JAFAR

AFTER JAFAR'S PALACE
ALADDIN – JASMINE – ABU – KING



There must be enough money here to buy at least a dozen SNES games. Hurrah!

PARODIUS



To get full power-ups on this bizarre shooter, **PAUSE** the game, then press **B, B, X, X, A, Y, A, UP, L** and then **START**. That should do the job. If it's invincibility you're after, **PAUSE** the game and press **L, R, UP, X, R, A, L, Y, DOWN, B, A, Y, A, Y, R** and then **START**. That's another cheat courtesy of **Robert Sparey** from **Mid-Glamorgan**.



MORTAL KOMBAT
James Sugrue from the **Republic of Ireland** reckons that if you press **A** and **B** at the start of Mortal Kombat, then the game'll be easier. Cheers, **Jim**.

SUPER MARIO BROS.

LOST LEVELS



For **SNES** (1-2 players)

From **Nintendo**

Price **£45**

Just when you think it's safe to go back to the tips section... **TOTAL** launch yet another Mario guide. This month Frank takes you on a tour of the Lost Levels.

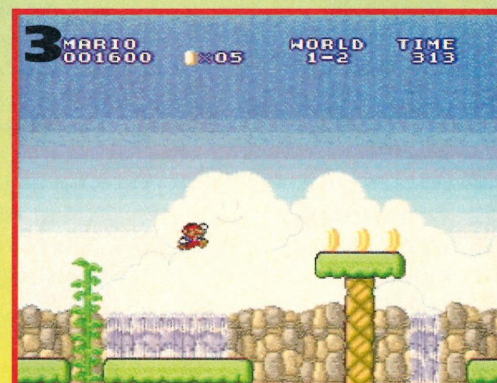
WORLD 1-2



See that block on the left? You have to take a running jump from it to get over the big gap safely.



When you get to this pipe, carefully avoid the turtle and bounce up to reveal a hidden platform. Above that is a beanstalk block.



Now you can race through the bonus level and find rather a lot of valuable, life-increasing coins.

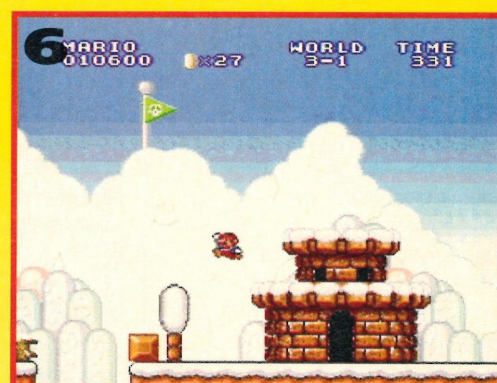
WORLD 3-1



You'll find the first warp zone at the end of the bonus level. This will take you straight through to World 3.



This World is horrible. Your best bet is to take extra care. Don't enter any pipes, though, they warp you backwards.

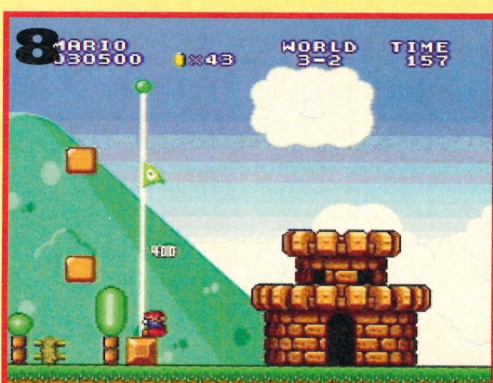


Don't go past the flag, it leads to an unavoidable backward warp zone and you'll cry if you go there.

WORLD 3-2



A bit of a trick involved here. Remember, squids move in the direction you face, so stay still and lead them away.



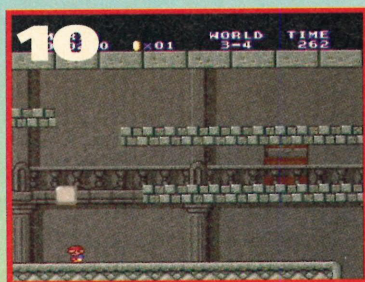
At the end of the level, hit the two invisible blocks to gain a bonus and easy access to the full 5,000 points.

WORLD 3-3



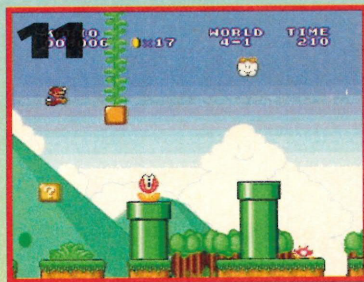
At this point, take the high route over the blocks. Don't bother going over to the pipes – there's nothing there.

WORLD 3-4



This is the first castle you reach. Take the following route: Bottom, bottom, top, top. Oh, and listen for the 'ping' noises.

WORLD 4-1



At this point, activate the beanstalk and climb up. Grab the coins (it's worth it even if you do get put back a bit).

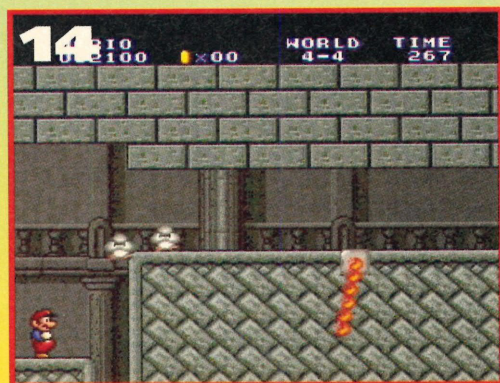


Go through the little gap and then get the coins from the block immediately above you. Then run like a looney.



To do this jump, you need to run quickly at the spring (just before the pillar). Other than that, it's a breeze.

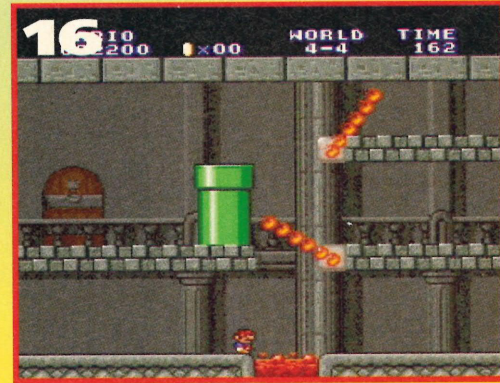
WORLD 4-4



Wait until the mushrooms fall off before going up there yourself. They're a bit mean, and'll kill you off, no problem.

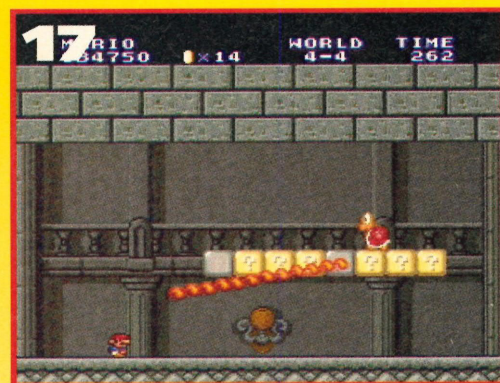


Jump onto the red platform and then keep running. Don't jump again, otherwise you'll be killed in the lava.

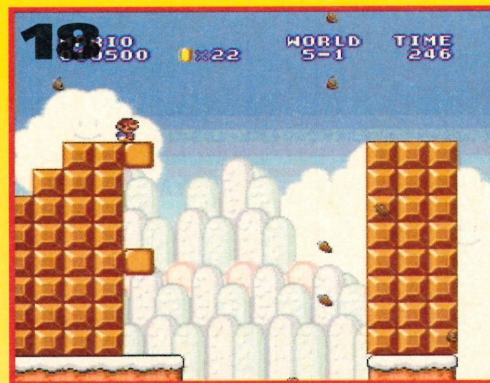


Take the bottom route during this section. Jump when the fire wheels are in the position shown. Then run for it!

WORLD 5-1



The third block along contains a valuable mushroom – so bounce it. Run back, then, when it's safe, rush forward again.



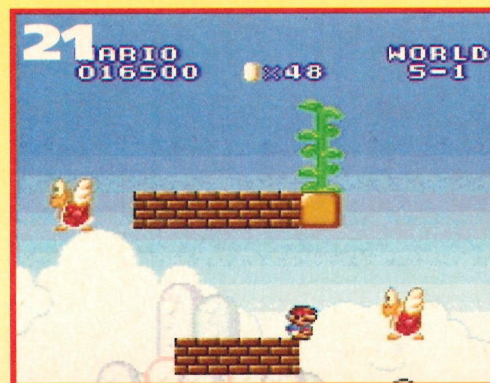
The wind tries to blow you off here. The two blocks below you contain goodies which'll help you jump, though.



You'll find a mushroom in the first secret room. To get it you'll have to jump up to the score level and run right.



Now, this is a sight for sore eyes. This beanstalk will save you more trouble than you can believe.



Nut the block above you, then bounce off the flying turtle to get up the beanstalk. (It's harder than it looks.)



Zip through the bonus level and then warp through to level six – that's where the trouble really starts...

WORLD 6-1



First off, grab the mushroom shown above. This will help you survive your encounters with the baddies on later levels.



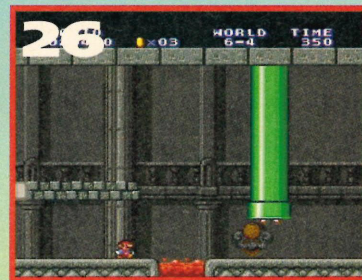
There's a bit of wind here, but if you leap onto the platform and go down the pipe, you should be okay.

WORLD 6-3



Just run through this level as fast as you can. Use low jumps and don't stop for anything. This is very hard.

WORLD 6-4



This is where the game gets really difficult. Start off by taking the bottom route (as shown in the screenshot).

WORLD 7-1



See that platform Mario's on? It's virtually invisible when you're playing, but keep an eye out for it – you need to get on it.



Jump over Bowser and complete the castle section. Remember, the 'ping' route is bottom, top, bottom.



All you have to worry about on this level are the Hammer bros. When you figure out where they are, just rush past them.

WORLD 7-2



See that high pipe? Jump onto a turtle, bounce up to this point, then go down. You'll find yourself in a secret room.



You should be Super Mario at this stage, so bump that block to reveal a very useful fire flower. See how long you can keep it for.

WORLD 7-3



Aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaargh! Bounce on the platforms, move right and hope for the best.

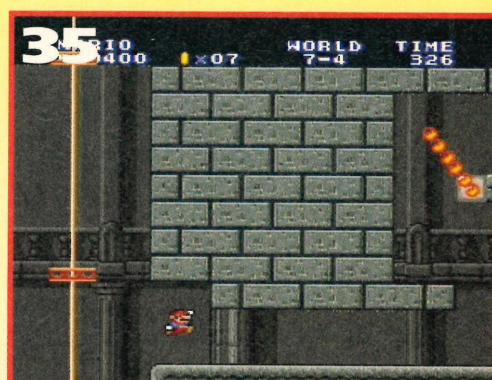
WORLD 7-4



Run off the top to land safely on the little floating platform. Then quickly run straight onto the floor.



Get the mushroom from the block Mario's standing on. It's invisible, so you'll need to bounce around a bit.

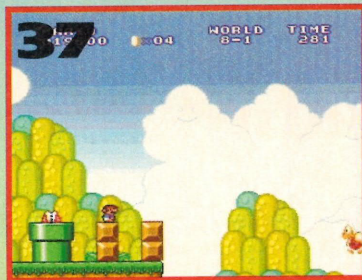


Once you cross the gap, you have to face some tricky fire wheels. But – hey – at least there's no 'ping' route to worry about.

WORLD 8-1



See that mushroom? Get it! If you don't, then you'll only get killed straight away. Run right and get ready to jump!



Run from the pipe, straight across the gaps in the blocks, jump onto that turtle and use it to bounce to safety.

WORLD 8-2



Get the mushroom that's hidden in that block on the left. You have to hit it from the moving platform, so be careful.

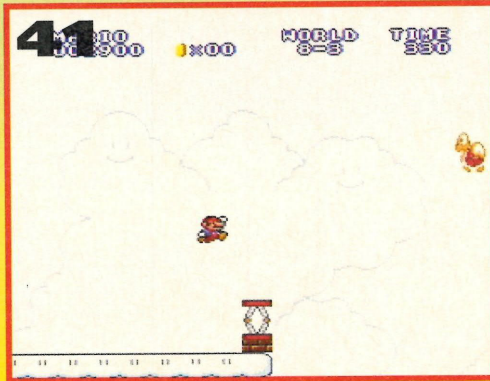


Use the trampoline to get up to that high block. Don't try to jump straight over – you have to compensate for the wind.

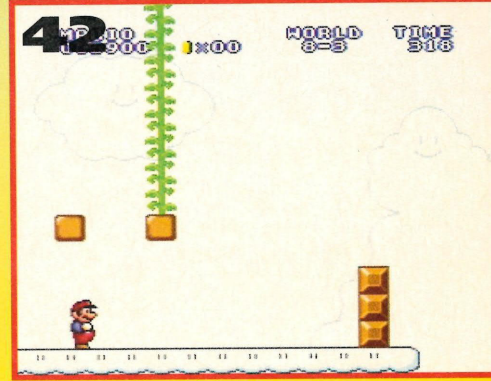
WORLD 8-3



You'll find the beanstalk that takes you to the end of the level just before the Hammer brother. Climb up quick before he does you.

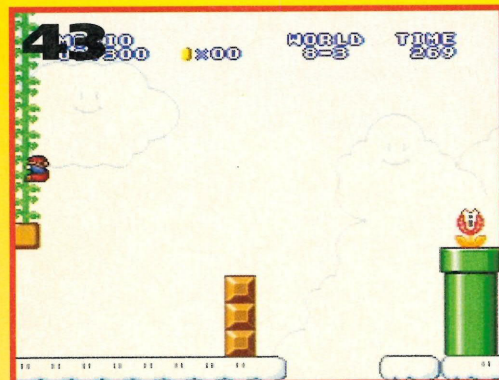


Do a running jump, bounce off the spring and the two turtles, and you should reach the comparative safety of the other side.



After the Hammer brothers, you'll find these two blocks. The first one contains a mushroom, so grab that straight away.

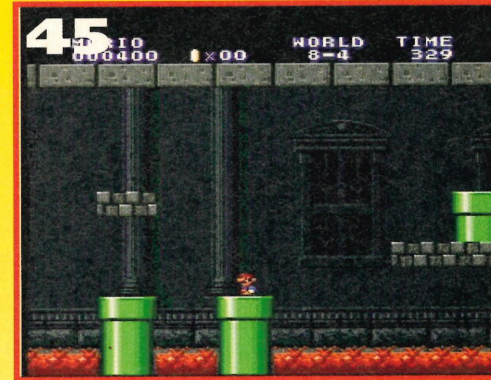
WORLD 8-4



The second block contains a beanstalk. This will take you straight through to the end of the level. No messin'!



Drop off to the right and quickly move left. Mario should miss the lava and fall to the safe ground below.



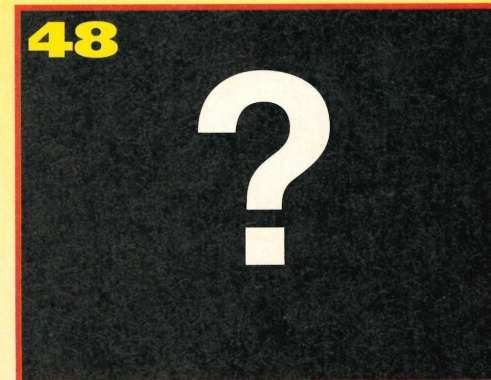
From the pipe Mario is standing on, jump left to the first pipe and pull down to enter a swimmy level.



Use the old swimming level trick here. Stand still and look left. The octopus thing will follow your gaze and vanish.



Again, you have to fall off to the right and then quickly pull left. Wait until the plant's on its way down, before you fall.



That's the tricky stuff done. Now, all you have to do is defeat Bowser and save the Princess. Can you do it?

ZELDA IV PART 3

For Game Boy (1 player)

From Nintendo

GB

TACTIX

Another month,
another part of
our mammoth
Zelda guide.

Paul Weaver
guides you
through the
Angler's Tunnel
and beyond...

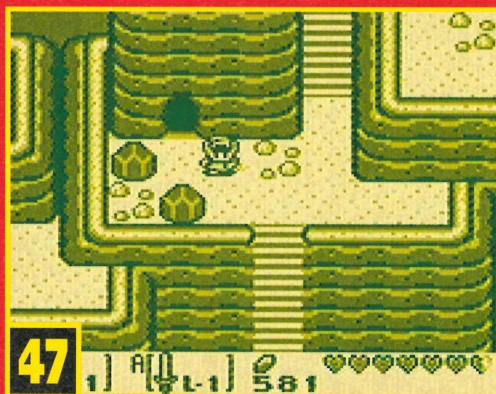
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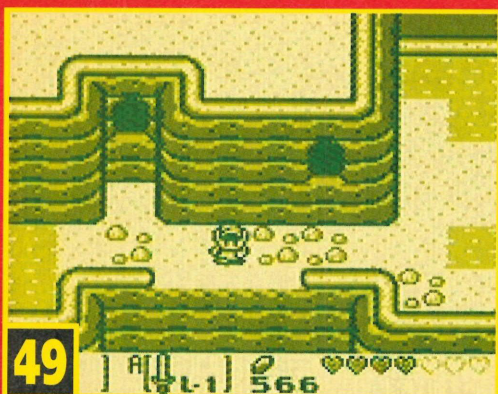
46 Go right once again to activate the transporter for future use.



47 Go left and head up the cliff to this point. Go into the cave. Head through, and take the first exit for a swift 50 rupees. Use the boots and sword to smash the crystals.



48 Go right into the shallow water and head through the first cave you see. Go up and then outside to reach this point. Give Papahl the pineapple to eat and the Hibiscus is yours.



49 Now go back to the cave entrance on the shallows and head right to reach this point. Jump down in order to reach Dungeon 4: Angler's Tunnel.



50 From the entrance, go left to reach this point. You can now learn a new song from the Manbo Fish.



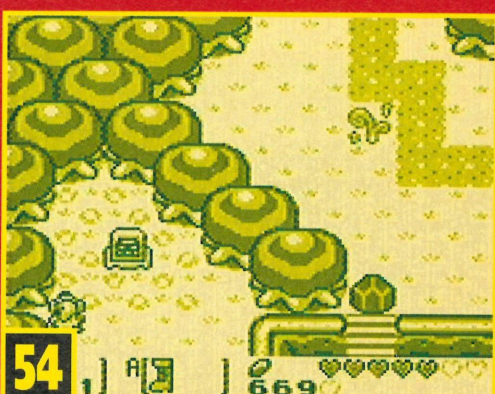
51 Swim right to the next cave. Now swim underwater to get inside and grab the piece of heart there.



52 Pull yourself up on to dry land and use the Ocarina to play Manbo's Mambo. You will land in the pool near Crazy Tracy's house - along side your new ghostly companion.



53 Take the ghost to the house on the bay, then play the Ocarina to get back to the pool. Now go down and left at the witch's house.



54 Then take the ghost to his grave so that he can rest in peace.

Dungeon 4: Angler's Tunnel

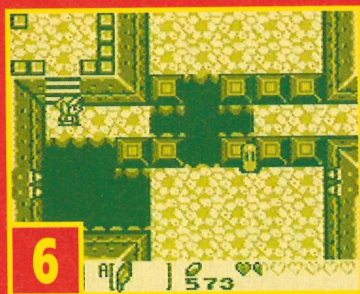
1 Use the shield to flip the the various baddies away from you, and then put paid to their antics by slicing them with your sword.

2 Kill the all the monsters to open the doors. The chest you find here holds the compass. Grab it.

3 Be wary of dark patches in here, they will suck you in and drown you. Not nice.

4 This is the place to go if you want to get your hands on the stone fragment.

5 Head here to get the map.



6 Jump right with the boots and feather you should be able to get across the gap.

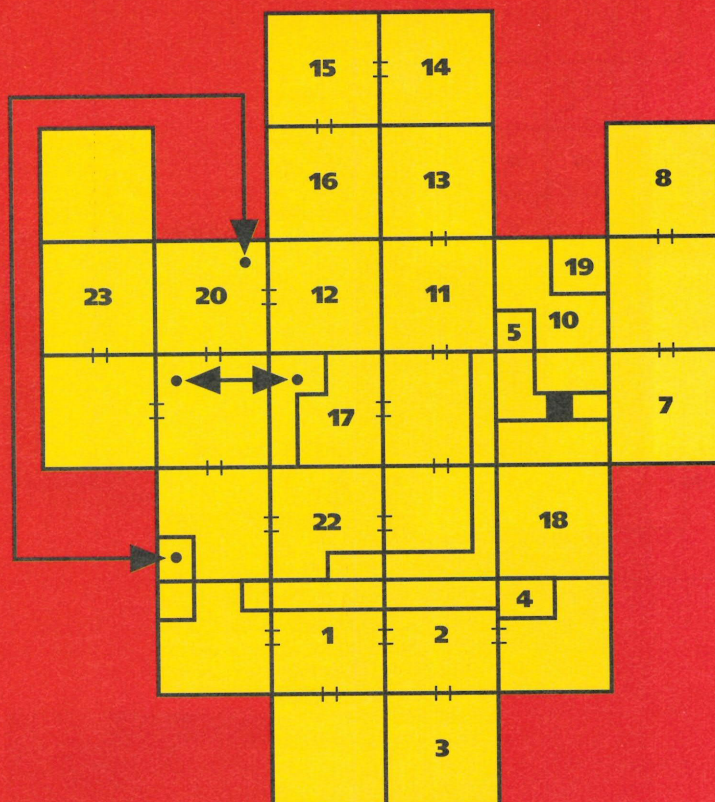
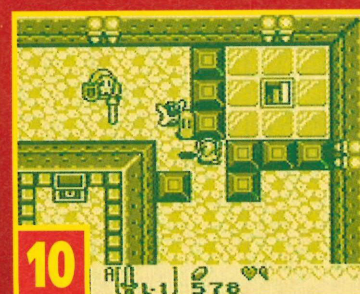


7 Blow up the cracked block, then push the whole block to get another key from the chest.

8 Blow up the rock again to get one more key.



9 Go to the start and then head right and up through the locked doors to get to this point. This time, use the boots and feather to jump the gap.



START

10 Use the other key on this lock/block and then push the stone up to continue on down the hallway.

11 Kill all the monsters and a key should appear, you won't be able to grab it, though, because it falls down the hole. (Still, I expect you're used to that happening by now.)

12 Make your way around to this point and open the chest you discover here to get your hands on yet another key. Now you need to head back to point 11 on the map and go through the door.



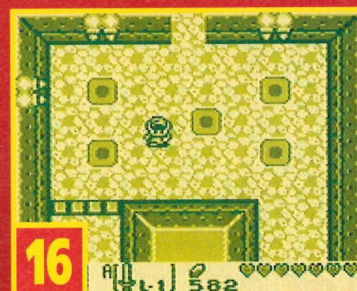
13 To kill this buggle-eyed guardian you need to arm yourself with the Pegasus boots and sword. Now just chase after the blobby beast and stab it in the back. Don't get carried away, though. Once you've stabbed it, nip back in case it suddenly decides to change direction (you never can tell with these guardian types).

14 When you reach this room you'll need to pull on the chain to open the blocks. This



should give you just enough time to hop through.

15 Kill the monsters and get the flippers from the chest. These automatically activate in deep water. The B button makes you dive and the A one makes you swim faster.



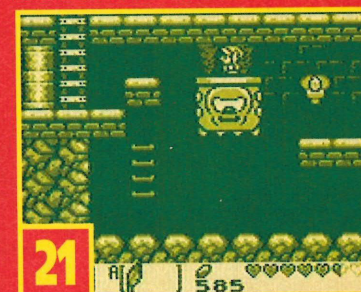
16 Step on the flashing tiles in order. Then use a bomb to defeat the monsters.

17 Swim to here to earn yourself 50 rupees.

18 Now swim to this point on the map to earn yourself another 50 rupees.

19 Go down the stairs to retrieve the key that fell down earlier (you'd forgotten, hadn't you?).

20 Follow the same tile routine as before (point 16) to reveal a hidden staircase.



21 Run past the first block with the boots. Switch to boots and feather. Run past the block, jump up the ladder and then onto the block. Jump left, go up the stairs and move down to get the right key.



22 Jump off the raised area and go to this point. Step on the block, go up and use the key on the lock/block. Then go down the stairs and through the water.

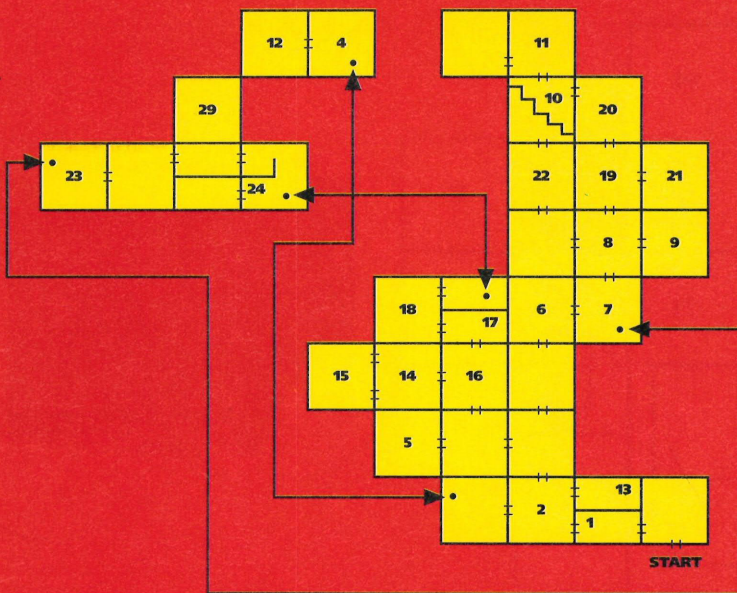


23 Go down the steps and dive into the water to fight the big fish! This is so unbelievably easy! Just stay above it and swipe down with your sword at its eye and head. The fight will be over in no time.



24 Go up and the harp is yours!

Dungeon 5: The Catfish Maw



- 1** As before, use bombs on the armoured nasties... For now.
- 2** Kill all the monsters to open the bottom left door.

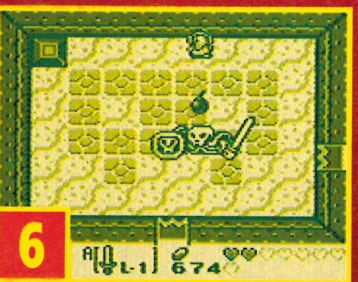


- 3** The weights have a balancing effect - one goes up when the other goes down. When you think it's high enough, use the feather to jump on the second weight.



- 4** Kill everything then smash the crystals. Next arrange the blocks in a square to get a key. Now go back to point 2 on the map and head up.

- 5** Throw the pots at the monsters to kill them. A chest containing the map will now appear.



- 6** This is your first meeting with the dungeon guardian. He's basically a bigger version of the skeleton from Zelda III. Get behind him, hit him on the head and then put a bomb on his remains for good measure. Keep doing this and he'll give up. For now...

- 7** Once here, you'll discover that the guardian has run off with the treasure!



- 8** First push the middle block up, and go left into the next room. Then go back and push the block right to go up. Next go out of the screen, come back in, and step on the button. Now push the block down and go right.

- 9** Do the same as before to defeat the guardian.



- 10** Go back to point 8, and head up and to reach this point. Remove the pots and move this block. Kill all the monsters in the room and then go up.

- 11** Yep, it's the same guardian again. After defeating him,

play Manbo's Mambo. Then head back to the start and go to point 4 on the map.

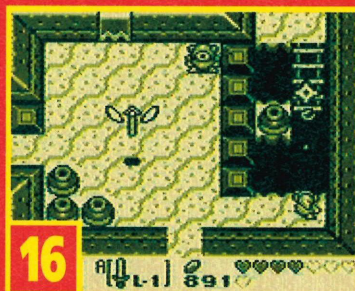
- 12** Go left and defeat the guardian one last time to receive the much needed hook shot! Once you've got hold of it, play Manbo's mambo again.

- 13** Use the hook shot to bridge the gap and get 200 rupees.



- 14** Use the hook shot to whizz past the deadly magnet.

- 15** Use the hook shot and get the key in the chest. Go out through the bottom door. From now on, use the hook shot on the armoured monsters to kill them!



- 16** Use the hook shot to pull the bridge over to you.

- 17** Use the key on the lock/block and go left.



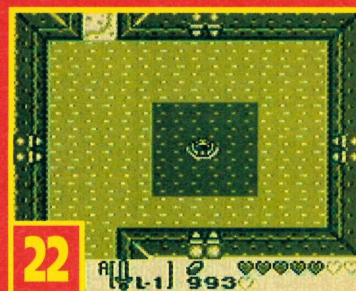
- 18** To defeat these guardians you have to stand just below them and walk backwards and forwards with them. When they stop and open their eyes, let loose with the hook shot.

- 19** After killing those spidery guardians, head to to this point and do a diagonal jump. Then use the hook shot.

- 20** Use the hook shot again to open the bridge.

- 21** Use the hook shot here to get a key.

- 22** Go back to point 8 on the map, then left and up to arrive here. Now dive under the water in the middle of the pool. This will take you to this point in the game. Use the hook shot to pull



- 22** the bridge over so you can get the nightmare key.

- 23** Go to point 7 on the map. Go down the stairs and jump the platform. Watch out for the fish, then head right.

- 24** Once you reach this point, go down the stairs, then straight back up and up to open the lock/block. Now go up and left to face the Nightmare.



- 25** To defeat this monster, arm yourself with the hook shot and sword. Stay to the left at all times. When you see the monster's head poke out of the bottom or top, quickly use your hook shot to pull it out. Then tap the sword button as fast as you can. Keep doing this, and eventually you will destroy the beast. And now, finally, the coveted Wind Maramba is yours!

Phew! So, you're safe and sound at the end of fifth dungeon, but what do you do next? Well, it's simple really. Just run down to the newsagent's on Thursday 17th February, buy the crisp copy of TOTAL that will be waiting for you there, and read the next part of our Zelda tips...

GAME ZONE

Banned

Video games classification, the full story

29 pages of reviews

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13 pages of tips

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Q & A

Send all your questions and codes to: Q&A, TOTAL, 30 Monmouth Street, Bath, Avon BA1 2BW.

Q I cannot find the Wire Adaptor in Megaman 4 for the NES. Can you help me, please?

Stephen Keltie, Coatbridge

A Righty-ho, no problem. You find the Wire Adaptor on the Dive Man level. Just after you've defeated the second whale, move to the right until the screen scrolls, and then drop down the shaft on the left. As you fall, take care not to get impaled on the spikes. At the bottom of the shaft you'll find the Adaptor. You warp back to the screen before the second whale, which – surprise surprise – has returned, so you'll have to fight it again. But you've got the adaptor, haven't you? What more do you want? Blood?

If you're having trouble on Mega Man 4, don't worry. As I'm feeling so generous here are the passwords, which should bust the game wide open.

After Toad Man	- A3, A5, A6, B1, D1, E3
After Bright Man	- A1, A3, A5, B2, D1, E3
After Pharaoh Man	- A1, A5, B4, C1, D1, D3
After Ring Man	- A1, B4, B6, C4, D1, D3
After Dust Man	- A1, B4, B5, C6, D1, D3
After Dive Man	- A1, B4, B5, E1, E4, F3
After Drill Man	- A1, A4, B5, E1, E6, F3
After Skull Man	- A1, A4, B5, E2, F1, F3

Q I need to know how to get through Addam's Family: Pugsley's Scavenger Hunt on the SNES. Can you help? Also, have you ever printed the passwords for SNES Lemmings in TOTAL? If so, which back issue?

C Stell, Liverpool

A Pugsley's Scavenger Hunt is pretty big and, without a more specific and detailed question, there's not much we can do for you short of printing a complete solution. However, it might be useful to know that you can play through the levels in any order you like, although you must complete the Laboratory before you can go down into the basement. Don't forget that the Bonus points will reappear as you go in and out of a room, so you can notch up a decent score. Also you should look out for hidden blocks whenever there is no clear route.

Now, to your second question. We printed all 124 passwords to SNES Lemmings way back in issue 15, so where were you, eh? You can still get hold of that copy from our Back Issues page, but in a spirit of fairness and good play, here are a selection of codes to whet your appetite. Are we good to you, or what?

FUN

10 - JJGKQPH 20 - FQKKFHL 30 - WBZWWCB

TRICKY

10 - KSRXKVK 20 - GRZHRPP 30 - SKKWSZD

TAXING

10 - GWGCJHK 20 - PCVKZVR 30 - MGVBKZ

MAYHEM

10 - HSHQXPK 20 - PMXDHPB 30 - CQLRCHF

SUNSOFT

1 - GNNBJWV 2 - RCORFPZ 3 - FBKKJB
4 - RMQMZDC 5 - DTCZVMQ

Q Help! Bart's Nightmare on the SNES is just way too hard. Can you give me any tips for it?

Patrick Hill, Enfield

Cheat cart codes

Action Replay codes

There's a handy hotline number for each of the Nintendo formats, which is open till 5:30pm. Super NES is on **0782 745990**, Game Boy is on **0782 745991** and NES on **0782 745992**. Here are some to be going on with...

ALADDIN



7E036433 - Infinite lives
7E036937 - Infinite apples
7E036708 - Infinite energy
7E036E01 - Start the game

with the apple.

7E036E99 - Start the game with white gems

ACROBAT MISSION

7E041204 - Infinite lives

ASTERIX

7E05F003 - Infinite energy
7E05F907 - Timer stops
7E05FD03 - Infinite lives



If you know what's good for you, you'll make sure your life meter doesn't fail you in Battleclash on the SNES.

BATTLECLASH

7E15C080 - Life meter never goes down. Use the standard controller in port one to put in the code then plug in the scope.

FINAL FANTASY 2



043B08C2 - Unlimited energy for player 1

043B28C2 - Unlimited energy for player 2

043B48C2 - Unlimited energy for player 3

043B68C2 - Unlimited energy for player 4

0463A3C2 - Unlimited money

BRAIN BENDER

081949DF - Infinite time

DRAGONS LAIR

040A38C3 - Infinite lives

EMPIRE STRIKES BACK

082093DA - Infinite energy

F-1 RACE

010156C5 - This keeps your car in first place all of the time

DIGGER T. ROCK



00001B07 - Infinite lives

00000A12 - Infinite energy

0000070X - Level select. Where X is a level number

A Okey kokey, here's a pile of tips. You can get plenty of extra lives by using the fire extinguisher to shoot the light bulbs on the Itchy and Scratchy level. Extra 1-ups are also available by popping all the Krusty balloons you see. In the later level, The Temple, you can collect even more 1-ups by eating the eggs.

Did you know you have a smart bomb burp, which will clear the screen of bad guys? Pick up the soda can bonus and you get to let rip.

Finally, there's a trick you can do to boost your sleep meter, the one you increase by collecting Zs in Windy World. The trick is to start by running down the Zs until the screen actually begins to fade. Then, quickly move to collect a pair of Zs from each end of the screen. Your meter will now, for some reason, hold more sleepy time!

Q Can you tell me what the chainsaw does in Maniac Mansion?
James Drinkwater, West Midlands

A It cuts down trees of course. Chortle, chortle, chortle. Well you can wave it about a bit, but although it may appear dead useful and looks nothing like a fish, it's actually a red herring! We printed a solution back in issues five and seven, but you must of been out of the country. Does anyone out there know anything useful James Drinkwater could do with the chainsaw?

Q I'm really stuck trying to find the 96th exit on Super Mario World for the SNES. I've got Soda Lake and all the Star Roads, and every other exit listed in TOTAL. Yet when I finish the game and start again the screen only comes up with 95 exits. Can you help? P.S. Even my sister can't do it and she's brilliant at Super Mario World.
Tom Farrington, Perthshire

A You're making a mistake somewhere along the line. Go back and have a good look. Be really thorough!

Q In issue 24 George Knock, out of Essex, asked how to defeat the Spider Gremlin - the Boss at the end of level 4 in Gremlins 2 for the Game Boy. Well George, your time of waiting is over thanks to game hero **Liam Salomone from Middlesex**. Your prize is on its way Liam.

A First, wait for the floating web to come within reach, then jump up to make Gizmo stick to the web. The only way to hurt the Spider Gremlin is to fire an arrow just as you float past the highest part of his leg. If you do it right, his head will flash. You must do this four times in a row, without missing, to defeat him.

Q I can't defeat Belger, the final boss on Round 5 of Final Fight (Uptown) on the SNES. Help!
Jessica Blakemore, Cobham

A Belger is the chap who rides around in a powered chair, holding the Mayor's daughter. He throws her to the ground and then attacks you. You have to look out for the crossbow which does lots of damage. Don't make a forward approach. Come at him from below or above, then move in diagonally or straight up or down. Attack as quickly as you can. There's an okay end-game sequence waiting for you after kickin' Belger's ass.

If anyone else out there is having trouble in Final Fight here's a cheat which oughta help out. From the title screen, hold the L button while pressing START to get up an options menu. This'll let you fine tune the game and, best of all, change the difficulty level and number of lives.

Don't ask us - we just work here!

If you can help with these problems drop us a line at the usual address. There are some tasty prizes for anyone who solves the last few months' problems.

Q Are there any cheats for Dizzy on the NES other than the extra life at the start?
Chris Proudley, Salisbury

Q I can't seem to get very far on Battle of Olympus or Battletoads for my NES. Can you give me some tips or cheats?
Robert Denning, Cheshire

Q I have Spiderman and the X-Men on the SNES and I'm totally stuck. I've spent two months trying to get through the second level of Spiderman. I get as far as the Rhino and Carnage, but when I've killed Carnage, I can't kill the Rhino or go anywhere else.
Stephen Batchelor, Devon

Q Do you know any cheats for Tiny Toons on the NES?
Peter Lewis, Suffolk

Q I have Star Wars for my NES. In Tatooine I cannot find Luke's lightsaber, Obi-Wan Kenobi, or the Millenium Falcon. Please give me directions.
Elaine Bettaney, Edgeware

Q I was wondering if you had any cheats for Top Gear 2, seeing as I'm so stuck.
Steven Usher, Newcastle

GHOSTBUSTERS II
00053B05 - Infinite lives

GHOSTS 'N' GOBLINS
00071503 - Infinite lives

MEGAMAN
0006C01C - Infinite energy
0000A803 - Infinite lives

MEGAMAN 2
0006C01C - Unlimited energy
0000A806 - Infinite lives



Get through Megaman 2 with consummate ease and just a small amount of cheating.

Game Genie codes

NHLPA HOCKEY '93



F1604776
- Period clock runs faster
D0604776

- Period clock runs slower
0D604776 - Period clock runs much faster
DF604776 - Period clock runs much slower
C2694D86 - Period clock is frozen (No time limit)

PARODIUS

3C80D70D - Infinite lives
FDB96FA6 - Extend lives up to
15D486A764 - Start new life at speed
2D486A764 - Start your new life at speed
4DD84DF67 - Always start new life with a power-pod
628BAF64 - Start each new

life with a shield

4A37A76F - Never lose power pods (turn off blizzard)

6C676DAF + 10676FDF Use with following codes for level select

D4676DDF Start on level 2
D7676DDF Start on level 3
D0676DDF Start on level 4
D9676DDF Start on level 5
D1676DDF Start on level 6
D5676DDF Start on level 7
D6676DDF Start on level 8
DB676DDF Start on level 9
DC676DDF Start on level 10

ADVENTURE ISLAND 2



006-DDB-E6E
- Infinite lives
080-6DB-E66
- Start with nine lives
00E-28F-E6E - Your energy goes down slower
3CA-61E-E64 - The fruit restores

less energy

00D-BBA-E6E - Keep all the THROWABLE objects

00D-51A-E6E - Keep all the NON-THROWABLE objects

3C0-37B-5D4 - Start with one of each power-up

AEROSTAR



006-F0E-E6E
- Infinite lives
0AC-20E-E66
- Start with 10

lives (Easy level)

14C-20E-E66 - Start with 20 lives (Easy level)

0AC-21E-E66 - Start with 10 lives (Normal level)

14C-21E-E66 - Start with 20 lives (Normal level)

0AC-22E-E66 - Start with 10 lives (Hard level)

14C-22E-E66 - Start with 20 lives (Hard level)

008-6EE-E6E - Infinite flight

CD9-07E-919 - Auto-fire

TOTAL!

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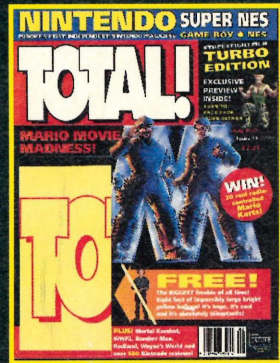
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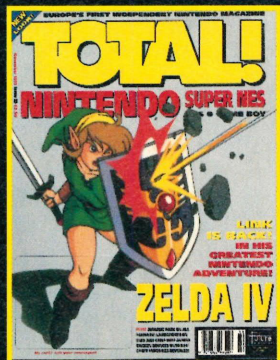
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Reader ads

Buying? Selling? Swapping? Just want to see your name in print? It's all happening in Reader Ads.

Sales

● GB games: Tetris (no box) £5, Krusty's Fun House (no manual) £10, Motorcross Maniacs (complete) £10, Dr Franken (complete) £15, Super Hunchback (complete) £15 or all for £50.
Tel: 0302 350375

● Master System 1 for sale with two pads, gun and five games including Sonic 2, Operation Wolf and Tom And Jerry. £45. (Sensible offers also considered).
Tel: 081 742 1405

● Dragon's Lair, SFII and Mario World £30 each ono. All excellent condition.
Tel: 0844 214820

● SNES games £25 each: SFII, Mario Kart, Super Tennis, Contra III, Pilot Wings, Mario World, Space Megaforce. All boxed.
Tel: 0226 382890

● NES with 5 games, Zapper and 2 joypads. Games include Dizzy and Micro Machines. Boxed with instructions £90 ono.
Tel: 0723 369206

● **SNES with 12 games, incl: Mortal Kombat, SFII, Mario Kart and Star Wing. Plus many extras, incl: Scope and six games, Action Replay, joystick and many tips. Codes and strategy guides. All worth over £1,000. Only £450. Ask for Toby.**
Tel: 0361 83054

● SNES game for sale: Super R-Type. £17 (box and instructions included). Will swap for SFII.
Tel: 091 373 4242

● For sale: SNES game – Super Soccer. Perfect condition with instructions. (UK version) £35.
Tel: 051 920 9607

● NES for sale. Boxed with four joypads and ten games, including SMB 1, 2, 3, and Chip And Dale etc. All games boxed with instructions. Cost £450, but will sell for £250 ono.
Tel: 051 920 9607

● For sale, SNES games: Zelda III £20, Final Fight £25, Mortal Kombat £40. NES with two controllers £20. Track And Field £10, Gremlins 2 £12, SMB 2 £12. Ask for Kev.
Tel: 0920 877349

● Amstrad for sale with over 48 games (some boxed and in good condition). Green monitor. All for £80 or swap for SNES games.
Tel: 061 653 0868

● I would like to sell some good condition TOTAL mags. Issues 11, 16, 18 and TOTAL special. All £3 each! Also a SFII CD for £2. Ask for Joseph.
Tel: 081 898 9679

● For sale: SNES Carts. UK Super R-Type £20, Jap Street Fighter II £35. Both boxed with manual. Will sell both for £50 ono. Tel weekdays only.
Tel: 0248 410816

● Mega Drive games for sale: Altered Beast £15, World Cup Italia £15, Budokan £15, Two Crude Dudes £15. Will sell all four for £45 ono.
Tel: 0248 410816

● TOTAL issues 4-22 including 1993 Special. For sale at £3 including postage. Phone after 6pm and ask for Mark. You know it makes sense.
Tel: 0422 378297

● SNES game for sale. Super R-Type £20. Ask for Brendan.
Tel: 0483 488961

● Game Boy with 9 games (Most scoring over 90% in TOTAL) £160. Master System with 3 games £60.
Tel: 0865 511937

● TOTAL issues 3-21. Sell separately or together from £2. £45 the lot. Call after 6pm.
Tel: 0326 314898

● Mario All-Stars £26. Also Action Replay for SNES £26. Both boxed.
Tel: 081 336 8131

● Amazing deal. SNES with 2 joypads and SFII, Star Wing, Alien 3, Tiny Toons for sale. Will consider selling separately. £50
Tel: 0843 866530

● Master System II for sale with Alex Kidd built in and three other games, £60.
Tel: 0282 862237

● Two week old Super NES game: Mortal Kombat (UK) – £40. Ask for Andy.
Tel: 0706 818685

● SNES (PAL) with five games, inc: F-Zero (91% in TOTAL), Advantage joystick, convertor and case. All boxed. £450 new. Sensible offers considered.
Tel: 0463 83259

● **SNES console, 2 joypads, convertor, SFII and Sim City games. Still boxed and guaranteed. Sell for £150.**
Tel: 0742 548378

● Latest SNES stuff for sale. I'll also consider swaps on an 'equal status' basis.
Tel: 021-459 7576

● For sale NES games, Mario 3, Mario 1, Turtles 2, Tennis and Duck Hunt. Also Advantage, Max and Zapper. Offers?
Tel: 031-337 5581

● NES lightgun, three control pads, eight games (including Mario 1, 3, Double Dragon 1 and Double Dragon 3) and a Game Genie. Phone David after 4pm.
Tel: 0389 30235

● UK Super NES with Mario and eight other games, inc. SFII, Star Wars + Starwing, sell for £270, might sell individually. Also, US games for sale.
Tel: 081-660 0344

● TOTAL issues 1-18 (except issue 11), all excellent condition, £18 the lot ono. Ring after 6pm.
Tel: 0705 831103

● Sell Hook, F1 Race for GB, £10 each. F1 Race includes four-player adaptor.
Tel: 0420 489224

● I am selling SML1 + 2, Tiny Toons, Prince Of Persia and Nemesis for the Game Boy, £15 each, all boxed except SML1, all have instructions.
Tel: 0291 425894

● **For sale, NES with two controllers, plus Castlevania, Robocop, Top Gun, Super Mario Bros. and NES Advantage, at only £60. Also available, Life Force Salamander £10, Star Wars £20, Mission Impossible £15, Bionic Commando £10. Super NES Street Fighter II, £30. All in excellent condition.**
Tel: 0460 74399

● NES for sale, 10 games, lightgun, two controllers. Games include T2, Solar Jetman etc., £125 inc. or games £10 each.
Tel: 091-265 1029

● For sale, GB and Super NES games! Super Kick Off £17, WWF1 £14 (Game Boy), SFII £36 (Super NES), all boxed and with instructions.
Tel: 0772 632308

● Game Boy for sale, six games inc. Dr Franken, Konix, GB holster and light, worth £210, will sell for £100.
Tel: 0273 731872

● NES Action Set + six games, all boxed and in excellent condition, complete with games docking bay, £95 ono.
Tel: 0358 721254

● For sale, Super NES with three games and a universal adaptor in great condition for just £95. Also, Game Boy with six great games, including Star Wars, Mega Man and both Mario Lands, all boxed, just £85.
Tel: 0492 518896

● Super NES games for sale, Alien³ £25, Super Aleste £20, TOTAL issue 1, for decent price. Ask for Oliver.
Tel: 061-445 5499

● I will sell Zelda III for £25, Super Star Wars for £27, Super Mario World for £15 and Best Of The Best: Champion Karate for £30.
Tel: 081-878 5434

● Nintendo games for sale, Super Probotector £10, Solstice £15 and Digger T Rock £15.
Tel: 0494 524863

● The best damn hand-held has to go! Atari Lynx 1 with three solid games, including Klax! Hey, that's not all – it's going for a staggering, unbelievable £60. Beat that!
Tel: 0341 281160

● NES for sale, two controllers, one Zapper, four games, under a year old, boxed, mint condition, £80 for the lot. Call Phil.
Tel: 0665 89347

● Game Gear for sale with 42 games, Wide Gear, battery pack, AC adaptor, carry case, vgc, all boxed, £300.
Tel: 0244 681881

● Street Fighter II for sale with instruction booklet only, and £10 Virgin voucher, £25.
Tel: 081-997 9017

● Hi, I will sell my Game Boy for £45 or will swap for UK (Super NES) game, e.g. Mario All-Stars, Starwing, Alien³, Mario Kart. Phone Nick.
Tel: 0702 76835

● Super NES game for sale! NHLPA Hockey (UK), shop condition, £30 ono. Call Ben after 6pm.
Tel: 0797 260523

● NES with two controllers, Zapper gun plus five games, including Super Mario 1 + 3, Duck Hunt, Rad Racer and Chip 'n' Dale. Also, brand-new joystick, perfect condition, £90 ono.
Tel: 0454 416493

● Super NES games (UK), £30 each, Starwing, Super Star Wars, Desert Strike + Zelda III, all boxed with instructions.
Tel: 0772 881029

● Super NES with two controllers and seven games, inc. SFII + Zelda, very good condition, must be seen. Worth £450, sell for £250. Phone Chris, 6pm-9pm.
Tel: 0707 326420

● Super NES + two pads, converter, £80. Mortal Kombat £40, Super Mario World £30, Joe 'n' Mac £30, Sim City, Zelda III, £25 each or everything for £225 (all UK, perfect condition).
Tel: 0602 720757

● **I would like to swap my copy of Star Wing for almost any other game (except SFII, Desert Strike, Mario All-Stars and Super Tennis).**
Tel: 081 546 1574

● NES games for sale, Rainbow Islands £26, Gauntlet II £25, Donkey Kong Classics £13 and NES Four-Score £15. Ring Matthew from 5-7pm.
Tel: 0484 537510

● Amiga 500 (2 Mags), 20-Meg hard drive, external drive, Action Replay, hundreds of games, disks, books, manuals, £300 ono.
Tel: 0344 773840

● Commodore 64, 40 games, one joystick, £55, worth £200.
Tel: 0203 368054

● Free SNES! Now I have your attention, mags for sale – GB Action, N-Force, Mean Machines and many more, 60p+.
Tel: 0223 862059

● UK SNES with six games, including Super Mario Kart and Mickey's Magical Quest, Commander control pad and SN Propad. All excellent condition, £250.
Tel: 0344 882969

● Super NES game, Krusty's Super Fun House, £20. Ask for David or I will swap for Mr Nutz.
Tel: 0293 773633

● For sale, F1 Race, Krusty's Fun House, Super Mario Land, hard carry case +

mags, good condition. Games £15, carry case £5, mags free.

Tel: 0568 615729

● NES for sale, five games, NES Advantage, Zapper and two controllers, vgc, all boxed, unwanted gift, £80.

Tel: 0244 660644

● Super Scope, with six-game cartridge, hardly used, still in box, £35, F-Zero £35, or £55 both together, or swap the lot for Super Mario All-Stars. Ring after 6pm. Bagshot area.

Tel: 0276 475469

● NMS magazines for sale. Also, GamesMaster and Console XS.

Tel: 0226 245606

● Super NES games for sale, Amazing Tennis (US), SFII (US), Zelda (UK), £25 each, Starwing (UK), Mario Kart (US), Mario World (UK), Action Replay + codes, £30 each, Super Scope £35, adaptor £7.50. Phone Will.

Tel: 0483 720624 (Woking)

● Sega Game Gear with nine games, including Sonic 1 + 2, Streets Of Rage and Lemmings. Worth £300, sell for £130. Ask for Graeme.

Tel: 0446 775665

● For sale or swap, Gods for Super NES (80%), boxed and instructions, will sell for £27 or exchange for Axelay, Top Gear, Parodius, Sim City, NHLPA Hockey or Probotector (all UK Super NES).

Tel: 0942 866621

● NES, 13 games (four US), one controller, Advantage stick, US adaptor, Game Genie and game holder, £150.

Tel: 0480 212721

● Game Boy with eight games, inc. Battletoads (90%) and Super RC Pro-Am (87%) and a link cable, sell for £100.

Tel: 0778 425463

● SML1, Dr Franken, Alien² and Burai Fighter, worth £100 but sell for £30. The GB games are boxed. Call Atul weekdays at 16:35.

Tel: 0625 582011

● TOTAL TOTAL TOTAL 1 for sale. Offers. Ring Michael after 7pm.

Tel: 0223 862059

● Magazines for sale. Mean Machines (multi-format), 5, 10, 13, 14, 18, 21, 22, 23, 24, 75p each or five for £3.50.

GamesMaster (multi-format), 1 (£5), 2, 3, 5, 6, 7, 8, 9, 75p each or five for £3.50. Mega (Sega), 1, 3, 50p each. Megatech (Sega), 10, 12, 50p each. Also, TOTAL issue 1 with TOTAL binder that nobody wants to sell cheaply, £100! (It is a collector's item.)

Tel: 0291 690771

● Master System, five games, Sonic 1 + 2, Transbot, Heroes Of Lance and Alex Kidd, two controllers, £40.

Tel: 0895 674469

● For sale, NES with controllers, Advantage joystick, Super Mario Bros. 1, 2 and 3, Duck Tales, Chip 'N' Dale, Teenage Mutant Hero Turtles, Double Dragon and Kung Fu. Will sell for £200. No offers or splits.

Tel: 0291 690771

Swaps

● Swap Dragon's Lair for either Star Wing or Royal Rumble. If you are getting tired of them yet, call me after 6pm weekdays.

Tel: 0428 684655

● SNES swap. My (UK) Pilot Wings, Zelda III, Probotector or (US) Buster Busts Loose. Will swap for any good game. Ring after 5pm and ask for Jonathan.

Tel: 0473 788570

● Will swap my Super Tennis without instruction booklet or Alien 3 with booklet for Sim City. Must be near Pershore. Ring after 5.30 and ask for John.

Tel: 0386 556802

● I will swap NES, 3 joypads, Four Score and eight of the best games for Star Wing, F-Zero, Spider-Man/ X-Men and Bulls Vs Blazers (For SNES)

Tel: 031 332 1137

● I will swap my Lemmings for your UK Street Fighter II. Phone after 4pm and ask for Dan.

Tel: 021 421 8107

● I will swap Street Fighter II (Jap) for any decent game you have. Eg. Tiny Toons, Star Wing, Mario Kart. All games considered.

Tel: 0248 410816

● I have Smash TV, R-Type, World League, Basket Ball, Gun Force (US) and Terminator (US). Will swap one for Sim City.

Tel: Ireland 8477246

● Super Probotector, Super Aleste, Zelda III, Desert Strike, Mario IV. All for SNES. Swap for other quality games. Phone Steve.

Tel: 0223 440269

● I will swap Low G Man (Unboxed) for any of the following: NES Action Replay, Game Genie, Tiny Toons, Duck Tails, Chip 'N' Dale or Basket Brawls.

Write to: Jonathan Harkin, Carrick Upper, Carrick, Co Donegal, Ireland.

● Wanted. Revenge of the Gator for the Game Boy. Willing to pay £30 for it. Must have instruction booklet.

Tel: 0532 672680

● Wanted: Star Trek The Next Generation Poster Magazine. Issues 36+. Good condition. Will pay £1.50 each.

Tel: 0993 651037

● I'll swap Starwing (UK, no box) for Striker.

Tel: 0782 397731

● I will swap my Super Mario World or F-Zero -boxed with instructions (UK), for your Zelda III or Super Probotector (UK).

Tel: 0364 653720

● I want to swap my NES games (some without boxes). I'm open to offers. Alternatively, I'll swap two of my games for a Zapper/Laserscope with Wild Gunman or To The Earth.

Tel: 0924 848007

● I will swap my SFII or Buster Busts Loose! or Super Soccer for Bubsy, Batman Returns, SFII Turbo or WWF2. Call Martin after 4pm.

Tel: 0772 423323

● I will swap Double Dragon 2 or Gargoyle's Quest (Game Boy) for The Chessmaster (complete). Ask for Paul after 4:30pm.

Tel: 0532 653272

● I have loads of NES games to swap, one NES game for one NES game, or two NES games for one NES game. Please ring for details.

Tel: 0895 674469

● Game Boy swap: My Hook and Bugs Bunny for almost any good game. Ring me now!

Tel: 0895 674469

Wanted

● Wanted desperately, Monopoly and The Chessmaster for Super NES. Will swap for Lemmings or Castlevania IV (one of these for the one wanted) or will swap for Street Fighter II or Zelda III (one of these for both of wanted). Super NES UK version only.

Tel: 0291 690771

● Desperately wanted: Super Nintendo games - Actraiser on UK format only with manual, it doesn't have to be boxed, though. Also, Super Star Wars, Prince Of Persia and Mickey's Magical Quest.

Tel: 071-231 2325

● SNES games wanted, Mortal Kombat, Striker, Tiny Toons, Starwing, Mario Kart, Super Tennis, Bubsy. W Yorks area only. Ask for Richard.

Tel: 0943 850874

● Please, please! I need Dynablasters for the Game Boy. I'm willing to pay £18 for a copy. Ask for Alex.

Tel: 0494 725685

Pen Pals

● Hi! I would like some pen pals, from anywhere. You must like NES. I will reply to all letters from males or females between 13-16.

Write to: Natasha Coley, 218 Castlecroft, W'ton, West Midlands, WV3 8ND

● I am 13 years old. I would like a pen pal aged between 13-16 M/F who likes NES/ GB/ SNES and Amstrad. Photo if possible please.

Write to: Eloise, 16 Bradbury Road, Robin Hood, Wakefield, WF3 3AP

● Hi, I'm looking for a girl or boy pen pal aged 12-15 (I am 13). Have to like Nintendo, not Sega. Photo if you want, I'm not that bothered.

Write to: Samantha Rule, 18 Chestnut Avenue, Langley, Slough, Berks SL3 7DE

● I'm looking for a m/f pen pal who has a SNES, a sense of humour (age 9-11). Must be Sega hating and Nintendo loving.

Write to: Laurence Rowley, 172 Cromwell Tower, Cromwell Place, London EC2Y 8DD

● Hi, My name's Gary. Looking for a pen pal aged 10-12 who likes Super NES, pets and drawing. Photo if possible.

Write to: Gary, The Bungalow, Southbourne Avenue, Drayton, Portsmouth, Hampshire PO6 2HN

● Hi! I am looking for a pen pal, any age or sex. I am 10 years old, male. Someone write, please!

Write to: Lyndon Street, 28 Pollards Oak Road, Hurts, Surrey RH8 0JL

● Rich here. Male or female pen pals wanted, between 10-15. Must like Red Dwarf and Game Boy. Photo if possible.

Write to: Richard Vinson, 8 Rose Eglos Close, Budock Water, Falmouth, Cornwall TR11 5DU

Messages

● A big hello to Karen Brooks from the best brother in the Universe, Lee.

● Hello, I'm Robert James and I'd like to say Hello and Get Groovy to my best friend Tom Clarke. Oh and by the way, we're from Wotton Under Edge.

● Michael, I say Everton are better than Aston Villa. Dad says Celtic are better than both. Mum says she loves you.

Fanzines

● Awesome SNES fanzine for £1.50 or a cassette for £1 (Send own blank cassette). This is the ultimate offer.

Write to: Jonathan Cook, 13 Gate Farm Road, Shotley, Ipswich, IP9 1QH

Reader ads! £1 for a normal ad! £5 for a boxed ad! Free to subscribers!

To place an ad in TOTAL, write it in BLOCK CAPITALS on the coupon (no need to put your phone number in the text of the ad) and send it to:
Reader Ads, TOTAL, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

You can pay by cheque or Postal Order, made payable to Future Publishing - please do not send cash! Don't forget to say which classification you want your ad to appear in - the classifications available are **Sales, Wanted, Swaps, Fanzines, Pen Pals and Messages.**

Remember, we work at least a month ahead of the date of publication. To have a chance of getting your ad in the March issue of TOTAL (out February 17th), try and get it to us by January 31st.

No trade ads accepted - so don't even try it!

I'm a reader and I want to say...

Details (Relax, we won't print your address - unless you're placing an ad for pen pals)

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(Get your parent to sign if you're under 16)

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Super NES guide: the best of '93

MARIO ALL-STARS
99% (Issue 21)



The best SNES game ever! This cart is amazing value for money. You get Super Mario Bros 1, 2 and 3, plus the Lost Levels. This is a must buy.

STARWING
96% (Issue 16)



The best graphics the SNES has ever produced, with the elusive sway and duck factor, great soundtrack, spot on FX and unrelenting gameplay.

STREET FIGHTER II TURBO
96% (Issue 21)



Almost arcade-perfect rendition on a 20-Meg cart. Superb animation, great sound, new characters, and you can even play the bosses.

SENSIBLE SOCCER
94% (Issue 25)

A smart footy sim with instinctive controls. It plays the way a football game should, except occasionally England win!

STRIKER
94% (Issue 20)

A brilliant footy game. Fantastic mode 7 pitch, but let down by the players' animation. With a two-player option you'll be hooked.

BOMBERMAN
93% (Issue 19)

Faultless gameplay in a cart which, thanks to the four-player option, will last forever! The clear graphics are just the job as you wander around mazes blowing up baddies!

COOL SPOT
92% (Issue 24)

Take the red spot for a ramble, collect spots and rescue your mates. A good-looking, great-sounding and highly-polished platformer. Skankin, mate.

TOTAL! RECALL

The definitive guide to Nintendo games (and what we think of them)

For the brutal facts on every Super NES, Game Boy and NES game we've ever layed our grubby little mitts on, you need the world's most essential, informative and dinky nintendo buying guide. Welcome to TOTAL recall.

To make it easier for you to see at a glance which games are worth buying, we've highlighted in red the games which get a TOTAL rating of 85% or higher.

Super NES

ACTRAISER 91% Issue 12 An arcade slash 'em up with lovely graphics and loads of atmosphere.
THE ADDAMS FAMILY 70% Issue 8 Good-looking and challenging arcade adventure. Unoriginal, though.
THE ADDAMS FAMILY: PUSSLEYS 89% Issue 16 Pleasing 'n' challenging platformer
AERO THE ACROBAT 83% Issue 24 Clever and pretty platformer which is different enough to be fun.
AGURI SUZUKI 67% Issue 19 Average but fast racing game in a similar style to Pole Position.

ALADDIN 85% Issue 25 A tad easy to complete, but it plays, looks and sounds lush. A whole new world.
ALFRED CHICKEN 75% Issue 25 A fun platformer which is a bit too frustrating for its own good.
ALIEN 90% Issue 18 Amazing animation and tough gameplay. The best Super NES film licence ever!
AMAZING TENNIS 33% Issue 15 Ridiculously poor and completely unplayable tennis sim. A real dodo.
AMERICAN GLADIATORS 7% Issue 22 No skill required, and the controls are tragic. Absolute rubbish.
ANOTHER WORLD 74% Issue 12 Technically stunning and potentially a classic, but it's too easy.

ASTERIX 77% Issue 20 Great looking, but wasted on this disappointing average platformer.
AXELAY 81% Issue 11 Very pretty alien-blaster, but it suffers from patchy gameplay.

BASEBALL SIMULATOR 1000 39% Issue 18 NES-quality graphics and terrible animation. A real stinker.
BATTLE BLAZE 59% Issue 8 A second-division slugger which looks good but isn't varied enough.
BATTLE CLASH 28% Issue 12 A tedious, simplistic Super Scope game. Shoot robots and, er, that's it.

BATTLEMANIA 68% Issue 22 Visually brilliant, but the gameplay is the same as NES Battletoads.

BATMAN 66% Issue 19 Moody levels and a good-looking Batman don't make up for the monotony.
BART'S NIGHTMARE 53% Issue 12 Good-looking and varied, but the gameplay's too random.

BLAZEON 28% Issue 10 A sad sideways blaster with shuddery scrolling and a lack of aliens.

BLAZING SKIES 42% Issue 12 Random gameplay, shabby graphics and no atmosphere. Dreadful.
BLUES BROTHERS 68% Issue 19 Could have been a classic, but it's too unoriginal and too blimmin' easy.

B.O.B. 70% Issue 18 A funny, cute and appealing platformer, but it's just not varied enough.

BOMBER MAN 93% Issue 19 The best four-player game ever! Great value for money!

BRETT HULL HOCKEY 79% Issue 25 Good attempt at an ice hockey game. Looks and sounds great.

BUSBY 81% Issue 20 Fast and pretty, but too easy. (Still, it's better than Sonic.)

BULLS VS BLAZERS 52% Issue 20 Tough, but slow basketball sim with good sprites and bad animation.

BUSTER BUSTS LOOSE! 87% Issue 18 This stunning-looking platformer is cuddly but shallow.

CAPTAIN AMERICA 31% Issue 23 Diabolical-looking beat 'em up with laughable scrolling. A travesty.

CASTLEVANIA IV 74% Issue 7 A good-looking swing 'n' slice 'em up which is a bit samey but loads of fun.
CALIFORNIA GAMES II 31% Issue 17 Unbelievably basic and repetitive attempt at a sports sim.
CAL RIPKEN JR BASEBALL 65% Issue 22 Not bad, but the pitching lacks variety and it's all a bit random.
THE CHESSMASTER 79% Issue 21 If you're a chess-head you'll like this. If you're not you won't. Simple.
CHUCK ROCK 61% Issue 14 A very basic platformer. It's pretty, but the gameplay's too simplistic.

CLAYMATES 77% Issue 22 Original platformer with great-looking sprites but sloppy level design.

COOL SPOT 92% Issue 24 Wonderful-looking and wonderful-playing game.

COSMO GANG: THE PUZZLE 69% Issue 19 Basic-looking puzzler which is fun for two but boring for one.

CRAZY SPORTS 54% Issue 21 Punning James Pond 'sport' sim with primitive graphics and no challenge.

CYBERNATOR 83% Issue 19 Get used to the cumbersome controls and you'll find a fab blaster here.

DAFFY DUCK 75% Issue 25 A polished and funny platformer which is, sadly, a bit limited.

DARIUS TWIN 62% Issue 14 This shooter is action-packed but can get seriously repetitive.

DEAD DANCE 67% Issue 18 A beat 'em up which grows on you but still isn't a patch on SFII.

DENNIS 65% Issue 24 Platform game which looks good but just doesn't play well enough.

DEATH VALLEY RALLY 75% Issue 15 Fab-looking, fast and funny, but it's awkward and ludicrously hard.

DESERT STRIKE 88% Issue 13 An excellent blaster with a great mix of shooting and strategy.

DEVIL'S COURSE 43% Issue 22 A giant crazy-golf game which is too hard and uncontrollable to be fun.

DINOSAURS 55% Issue 11 Big, pretty and playable enough, but it's all fairly standard stuff.

D-FORCE 67% Issue 10 This vertical scroller looks basic, but it might keep you amused for a while.

DRACULA 46% Issue 22 Primitive graphics and uneventful gameplay. A wasted licence.

DRAGON BALL Z 24% Issue 21 Ludicrous attempt at a beat 'em up - with a split-screen format!

DRAGON'S LAIR 93% Issue 10 Probably the most tortuous and atmospheric SNES game you'll ever play!

DRAXHORN 64% Issue 14 An RPG which gives you four characters to control but is too methodical.

DR FRANKEN 70% Issue 24 Huge game world and good controls, but there are no passwords or continues.

EVIL SWORD MA KENDO 56% Issue 19 Cute Manga-style platformer which is too easy and too basic.

F1 CIRCUS 64% Issue 10 Loads and loads of options, but the viewpoint is confusing.

F1 EXHAUST HEAT 59% Issue 12 Nice Mode 7 racetracks but the game-play is a complete non-starter.

F1 POLE POSITION 84% Issue 22 The emphasis is on realism rather than playability, but it's still very nice.

FAMILY DOG 47% Issue 20 A real dog of a game. Walk away slowly.

FINAL FIGHT 78% Issue 9 Look no further than this if you want a decent, varied and colourful beat 'em up.

FIRST SAMURAI 80% Issue 21 A good, solid platformer with lots of action. Stands out from the crowd.

FLASHBACK 85% Issue 25 Brilliant adventure platformer which looks and sounds really special.

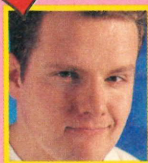
F-ZERO 91% Issue 5 This futuristic burn-up has to be seen to be believed! Heart-pumping stuff.

GEORGE FOREMAN'S KO BOXING 8% Issue 21 All you do here is stand in the middle of the ring and take the punishment. Appalling.

GODS 80% Issue 15 A great-looking title, with a nicely balanced mixture of killing and puzzles.

Love is in the air

Valentine's day is upon us again. But just who wil the TOTAL team be dreaming of as they sit by their empty post trays?



Frank (Libra) holds down an important job and says The Seven Samurai is the best film



Chris (Cancer) is a movie-buff jazz fiend and enjoys long walks in the countryside and

ever. People think he looks a lot like Sean Connery, but we just reckon it's premature balding. His dream date would be Molly Ringwald. He's 5' 9" and has a 32 inch waist (that's not fat).

holding hands in the rain (arrgh). His dream date would be saucy, flame-haired, pop tart Tori Amos. He's 5'6" tall and has a 29 inch waist (titch).

GOLDEN FIGHTER 34% Issue 20 A really third-rate beat 'em up with bad animation and naff characters.

GOOF TROOP 63% Issue 23 Zelda-esque puzzle game which is too simplistic but fun with two players.

GP4 60% Issue 22 Okay, but doesn't capture the thrills of real racing.

HARLEY'S HUMUNGUS ADV. 45% Issue 16 A very poor excuse for a platformer. Don't waste your dosh.

HOLE IN ONE 75% Issue 11 Although this only has 18 holes, the smart Mode 7 graphics make up for it.

HOME ALONE 2 53% Issue 13 This sprawling platformer is big, empty and contains nothing new.

HOOK 60% Issue 11 If you liked the film, you'll be disappointed with this.

JACK NICKLAUS GOLF 59% Issue 11 A potentially good game, but it's ruined by slow graphics and ponderous gameplay.

JAKI CRUSH 61% Issue 17 With only one table, this pinball game soon gets monotonous.

JAMES BOND JUNIOR 42% Issue 14 A ludicrous plot and game-play that manages to be even worse.

JOE 'N' MAC: CAVEMAN NINJA 72% Issue 9 Uncontrollable and too easy to finish, but still fairly playable.

JIMMY CONNORS TENNIS 93% Issue 15 A superb, incredibly playable tennis sim for up to four players. Easily as good as Super Tennis.

JOHN MADDEN '93 86% Issue 13 Fans of American football won't find a better sim than this.

JURASSIC PARK 84% Issue 23 Good-looking, straightforward action game, with some excellent 3D sections.

KA-BLOOEY 69% Issue 13 A taxing puzzler, but not really worthy of the Super NES.

KIKIKAIKAI NINJA 76% Issue 17 This cute shoot 'em up is well done and fun, but it's not big enough.

KING ARTHUR'S WORLD 78% Issue 17 A slick, well-presented strategy game, but it's a bit slow.

KING OF THE MONSTERS 41% Issue 10 A cross between Godzilla and WWF. Sounds fun but isn't.

KRUSTY'S SUPER FUN HOUSE 80% Issue 8 A bit gloomy for a 'Fun House', but this is an atmospheric puzzler nonetheless.

LAGOON 79% Issue 22 Nicely structured and playable RPG.

LAS VEGAS STAKES 20% Issue 21 Gambling game with no risk and no money to win. What's the point?

LAMBORGHINI 91% Issue 23 Lush-looking and supremely playable racing game. The bizarre Super Scope option makes it even more fun.

LAWNMOWER MAN 79% Issue 24 Potentially superb, with some great sub-games, but ultimately flawed.

LEGEND OF THE MYSTICAL NINJA 90% Issue 25 Professional role playing arcade game.

LEMMINGS 81% Issue 10 The squillion-year-old classic comes to the Super NES and it's still fun and frantic.

LETHAL WEAPON 84% Issue 16 Unimaginative use of a movie licence. A standard platform beat 'em up.

LOST VIKINGS 87% Issue 17 Hardcore cerebral action. Good-looking, innovative and slick.

MARIO ALL-STARS 99% Issue 21 Four Mario games on one cart - definitely the best cart ever!

MARIO AND WARIO 62% Issue 24 At last, another SNES mouse game. It's far too easy and irritating, though.

MARIO IS MISSING 92% Issue 21 'Edutainment' game which is both fun and educational. Engrossing stuff.

MARIO PAINT 48% Issue 10 A user-friendly art and music package but it's far too limited. Disappointing.

MIGHT AND MAGIC 60% Issue 24 Tedious RPG. An outdated fantasy for dweebs with dice for brains.

MONOPOLY 41% Issue 17 Pointless and expensive. Just buy the board game instead.

MORTAL KOMBAT 70% Issue 21 An okay fighting game, but ultimately too repetitive and limited.

MR NUTZ 84% Issue 23 Stunning-looking platform romp, but it lacks gameplay and variety.

MUSYA 59% Issue 8 Dull Oriental arcade adventure, but there are some neat bits in there.

NBA ALL-STAR CHALLENGE 88% Issue 20 Excellent graphics but dull gameplay, even with two players.

NHLPA ICE HOCKEY 91% Issue 14 A realistic and easy-to-learn ice hockey sim which plays wonderfully.

NIGEL MANSELL 71% Issue 22 Very good in most respects, but there's no two-player game.

NOLAN RYAN'S BASEBALL 68% Issue 18 This Manga-style sim is fairly playable but full of niggly flaws.

OTHELLO WORLD 45% Issue 22 Face it, classic board games just don't work on consoles.

OUT TO LUNCH 71% Issue 23 Cute and addictive platformer which is too unoriginal and uncontrollable.

PAPERBOY 32% Issue 10 Almost as bad as doing the real thing.

PARODIUS 87% Issue 9 A fun shoot 'em up with plenty to get your teeth into. Too easy, though.

PGA TOUR GOLF 69% Issue 11 A nice user-friendly golf sim, with a simple layout and easy-to-use menu.

PHALANX 59% Issue 13 A horizontally scrolling shooter with all the biz, but the action's patchy.

PILOTWINGS 91% Issue 11 Stunning 3D flight sim with visuals to make your eyes pop out. Gorgeous!

PLAYER MANAGER 60% Issue 22 One of the more playable games of its type, but it's still for fanatics only.

PLOK 80% Issue 24 A game with that elusive feel-good factor. Looks, sounds and plays great.

POOL 82% Issue 23 Good ball movement and a smart two-player option, but boring for a lone player.

POP 'N' TWINKBEE 78% Issue 20 Cute top-down scrolling shoot 'em up that's a lot of fun but won't last long.

POPULOUS 61% Issue 12 A good conversion of the old god-game, but the novelty's worn off now.

POWER ATHLETE 28% Issue 14 Another SFII rip-off, and it's a pile of cack. The graphics are appalling.

POWERWAGON 70% Issue 19 Huge god-game which takes a while to get into but is mildly addictive.

PRINCE OF PERSIA 84% Issue 9 Very tough arcade puzzler. Lovely graphics and stunning animation.

PRO BASEBALL LEAGUE '93 79% Issue 18 Good, realistic sim, with Manga-style graphics and a great two-player option.

PRO QUARTERBACK 33% Issue 16 Nice features, but it doesn't really make it as an American footy sim.

PUSH OVER 68% Issue 13 Tricky arcade puzzler, but not as arcadey or as puzzley as it should be.

RACE DRIVIN' 17% Issue 12 Probably the worst Super NES driving game ever. Pathetically slow graphics.

RAMPARTS 68% Issue 20 This mixture of two game styles - Tetris and a war game - is far too easy.

RANIMA 66% Issue 25 A nifty best-of-three-rounds beat 'em up which wins no prizes for originality.

RANIMA 1/2 PART 2 68% Issue 16 This is almost the same as the original, but with a few added frills.

REN AND STIMPY 24% Issue 23 Cartoon-perfect graphics but an almost complete lack of gameplay.

RIVAL TURF 70% Issue 9 Good two-player stroll 'n' beat 'em up with high-speed gameplay.

ROBOCOP 3 37% Issue 12 A major disappointment. Poor graphics and non-existent gameplay.

ROBOCOP VS TERMINATOR 59% Issue 24 Ropey platform shoot 'em up with little to recommend it.

THE ROCKETEER 28% Issue 7 Impressive to look at but the game-play's a real turkey. Pointless.

ROCKY ROBERT 68% Issue 22 All the makings of a fine platformer, but it's too quirky and not very original.

RPM RACING 46% Issue 9 More of a tourer than a racer - it's far too slow to get the blood rushing.

RUN SABER 60% Issue 21 This Strider clone certainly has the looks with its lush graphics, but it's dead simple to finish. Pity.

RUSHING BEAT RUN 53% Issue 21 Double Dragon/Final Fight rip-off which is just too darn boring.

SENSIBLE SOCCER 94% Issue 25 An almost unbeatable footy sim with excellent controls and features galore.

SEPTENTRION 80% Issue 21 Fab arcade adventure with lovely graphics. (Jap instructions, though.)

SHADOWRUN 81% Issue 21 Big, moody and violent RPG with intriguing plot and complex puzzles.

SKULLIACER 61% Issue 13 Bland scenery, basic animation and bog-standard action. Lacklustre stuff.

SIM CITY 94% Issue 7 Possibly the best-value game ever! A simple concept but a huge game.

SOUL BLAZER 89% Issue 12 Similar to Zelda, and almost as good. Huge, atmospheric and pretty.

SPANKY'S QUEST 54% Issue 12 An okay platformer, but it's hardly worth the price tag.

SPIDER-MAN AND THE X-MEN 67% Issue 13 Die-hard Marvelites may enjoy this, but even with Spidey in it it's a very average platformer.

SPINDIZZY WORLDS 91% Issue 14 A wonderful puzzle arcade game with bags of variety.

STARWING 96% Issue 16 Also called StarFox, this FX-chip game is the best shoot 'em up ever seen!

STREET FIGHTER II 94% Issue 8 Sound, graphics and gameplay in perfect harmony!

STREET FIGHTER II TURBO 96% Issue 21 If you haven't got the original, this is unmissable. There will never be a better beat 'em up!

STRIKE GUNNER 51% Issue 12 A scrolling shooter with nice-looking ships but tedious gameplay.

STRIKER 94% Issue 20 Simply the best footy game available for the Super NES at the moment.

SUMO 34% Issue 20 The fights are too complex, as are the Japanese instructions.

SUNSET RIDERS 78% Issue 23 A simple blaster with some nice touches but not enough variety.

SUPER ADVENTURE ISLAND 40% Issue 11 The rave soundtrack is pretty groovy but the game itself is very basic.

SUPER AIR DIVER 49% Issue 22 Fast and good-looking, but the gameplay is repetitive and your control is seriously limited.

SUPER ALESTE 85% Issue 12 If it's vertically scrolling shooters you're after, this is the business!

SUPER BATTER UP 49% Issue 18 Cack-looking, uncontrollable and stupidly tough baseball sim.

SUPER BATTLETANK 50% Issue 14 This is like Desert Strike, but with tanks. And it's very tedious.

SUPER BIRDIE RUSH 48% Issue 21 Not techy enough for a golf sim and too slow for an arcade goffer.

SUPER BIRKURI MAN 24% Issue 19 A laughably dreadful SFII rip-off with no variety and no fun.

SUPER BUSTER BROS. 57% Issue 14 A Pang conversion with no two-player mode. Doesn't really work.

SUPER DOUBLE DRAGON 61% Issue 12 Decent graphics, but like the other DD games there's no challenge.

SUPER CONFLICT 69% Issue 18 A strategy game which is simple and limited but still fairly compelling.

SUPER EMPIRE STRIKES BACK 79% Issue 24 A re-run of Super Star Wars, with the same platform action, a vast area and loads of sub-games.

SUPER FI HERO 51% Issue 19 Scabby graphics, but fairly exciting racing – for about half an hour.

SUPER FI GRAND PRIX 56% Issue 19 Poor racing game with a top-down Mode 7 viewpoint. It doesn't work.

SUPER FI GRAND PRIX PART 2 53% Issue 19 Better looking than the original but even more ridiculously tough and unplayable.

SUPER FAMILY TENNIS 75% Issue 22 Competent sim with cute graphics, but too basic to compete with the big guys of Super NES tennis.

SUPER GHOULS 'N' GHOSTS 87% Issue 11 Lovely scenery and a challenge to knock your socks off.

SUPER FIRE PRO WRESTLING 2 54% Issue 18 Tons of wrestlers, but not enough moves or variety.

SUPER FORMATION SOCCER 44% Issue 22 Four-player version of Super Soccer which is slow, confusing and generally crap. Like the original.

SUPER GOAL 33% Issue 18 Definitely the worst SNES footy game. It really will make you sick as a parrot.

SUPER JAMES POND 55% Issue 17 Fairly humorous platformer, but there's some horrendous slow-down and very little challenge.

SUPER KICK OFF 49% Issue 14 Too fast, too wild, and control is too cumbersome. Check out Striker.

SUPER MARIO KART 82% Issue 11 A highly original racing collect 'em up with Mode 7 split-screen tracks. Great fun but not particularly varied.

SUPER MARIO WORLD 98% Issue 4 This game's got it all – graphics, depth, challenge... It's absolutely wonderful!

SUPER NBA BASKETBALL 74% Issue 18 Despite having official NBA backing, this won't grab you if you're not a fan.

SUPER OFF ROAD 53% Issue 7 Weedy cars and samey tracks. Only any good as a head-to-head.

SUPER PLAY ACTION FOOTBALL 53% Issue 11 Far too complex and uncontrollable for novices. Try John Madden instead.

SUPER PROBOTECTOR 88% Issue 9 Unbelievable graphics and out-of-this-world gameplay.

SUPER PUTTY 80% Issue 23 Entertaining and varied platformer, but the controls are awkward.

SUPER R-TYPE 71% Issue 6 Stunning graphics, but let down by shallow gameplay.

SUPER SOCCER 43% Issue 8 The SNES version of the Zapper. Fun for a while but not really worth it.

SUPER SHANGHAI 49% Issue 20 Oriental puzzler that's fun and interesting but not worth more than £5.

SUPER SMASH TV 93% Issue 8 Stupendously brutal, thrilling and rock-hard! An excellent blaster.

SUPER STAR WARS 87% Issue 15 Not very original, but a great movie tie-in, with sumptuous graphics.

SUPER STRIKE EAGLE 38% Issue 19 A cross between Afterburner and a flight sim. A nice idea, but sadly it doesn't work.

SUPER SOCCER 80% Issue 6 Great visuals, a choice of teams and flexible controls, but it's unrealistic.

SUPER SUMO 36% Issue 20 Two blobs of lard wobbling about and fighting. That's fun?

SUPER SWIV 83% Issue 16 A classic Super NES top-down blaster. Be warned – it's incredibly tough!

SUPER TENNIS 95% Issue 5 One of the most playable and realistic tennis sims ever!

SUPER TURRICAN 75% Issue 25 A good ol' fashioned slaughter fest, though sadly, a tad unoriginal.

SUPER VOLLEY 26% Issue 19 A two-dimensional volleyball sim with one-dimensional gameplay. Terrible.

SUPER WWF 81% Issue 6 Even if you hate wrestling, this'll wow you. It looks and sounds great.

SVALION 20% Issue 16 This is utter crap. Don't buy it.

T-2 THE ARCADE GAME 81% Issue 25 A shoot 'em up arcade game which can use mouse or scope.

TAZ-MANIA 55% Issue 20 Fast and colorful race game, but it's stupidly tough and soon gets boring.

THE MAGICAL QUEST 81% Issue 13 A graphically stunning game, but the lifespan leaves something to be desired.

THE IREM SKINS GAME 64% Issue 13 Dunno what the title means, but it's just another golf sim, and it's dull.

TERMINATOR 55% Issue 17 An ordinary platform shooter with below-par gameplay. What a waste.

THIMBLESLIP 55% Issue 24 A platform shooter which, although quite a laugh, hasn't got the gameplay.

TOM AND JERRY 49% Issue 17 What a waste of the licence. Lifeless, poorly designed and unimaginative.

TOP GEAR 93% Issue 9 Fast, furious and fun racer – the best two-player racing game, like, ever!

THE MODE 7 74% Issue 23 Although good, this is basically exactly the same as its predecessor. If you've already got that, it's pointless buying this.

TOTAL CARNAGE 74% Issue 23 Ropy conversion of the excellent coin-op. Speed and graphics aren't really up to scratch.

TOYS 7% Issue 22 This game is utterly devoid of gameplay.

TRODDOLERS 87% Issue 20 Lemmings with a difference. Simple to pick up and a lot of fun to play.

TRUE GOLF CLASSICS 72% Issue 11 If it's a realistic rather than playable golf sim you're after, give this one a whirl.

TURTLES IN TIME 63% Issue 10 Good-looking and occasionally quite fun, but it won't get the pulse racing.

TURTLES TOURNAMENT FIGHTER 90% Issue 25 This is the next best thing to SFII Turbo.

ULTIMATE FOOTBALL 71% Issue 22 Arcade-style US footy game which looks good but is too haphazard.

ULTRAMAN 26% Issue 11 Poor animation and an almost total absence of gameplay. Dire.

UNCHARTED WATERS 42% Issue 18 A strategy game with lots of trading and a few bits of lout combat. Very boring.

UN SQUADRON 92% Issue 10 A brilliant blaster. You won't come across a much better horizontal scroller than this.

Kiss and tell

James (Aquarius) loves skiing and Bjork – and just can't wait to get out to Iceland.

Dane (Moon child) dreams of her big holiday in America. She spends most of her time playing gory beat 'em ups and when she's not doing that she's shopping. Her dream date is Christopher Lambert. She's 5'2" and won't tell anyone her waist size (vanity).

Someone should tell him it has no mountains! His dream date would be Sherilyn Fenn out of Twin Peaks. He's 6' and has a 34 inch waist (fat boy).

VIRTUAL SOCCER 68% Issue 24 Basic footy game which lacks finesse. Stick to Sensible Soccer or Striker.

WAYNE'S WORLD 35% Issue 19 A crap movie licence with a complete absence of gameplay.

WARP SPEED 31% Issue 18 A 3D shoot 'em up which is so out of date it just looks silly.

WHEEL OF FORTUNE 17% Issue 20 Tedious, tacky and completely pointless.

WING COMMANDER 89% Issue 14 Blasting flight sim with great graphics and thrilling combat.

WING COMMANDER SECRET MISSIONS 67% Issue 24 Almost exactly the same as the first Wing Commander game. This is basically an overpriced add-on.

WORDTRIS 61% Issue 15 A nicely done puzzler, but it's not exciting or addictive enough.

WORLD CLASS RUGBY 65% Issue 18 Fab two-player mode and lots of teams, but it's too frustrating to play on your own.

WORLD HEROES 55% Issue 24 A very unremarkable fighting game which falls miles short of Street Fighter II.

WWF: ROYAL RUMBLE 83% Issue 19 A better game than the original, with lots of good, straightforward, old-fashioned violence.

XANDRA'S BIG ADVENTURE 41% Issue 18 Cute graphics, but this platformer is very basic and you'll get bored very quickly.

XARDION 27% Issue 9 Everything about this platform shoot 'em up is naff. Avoid like the plague.

X-ZONE 70% Issue 16 One of the better Super Scope blasting games to be released, but there's still not much to keep you amused.

YOSH'S KOCKIE 73% Issue 23 A Tetris-like puzzle game in which you have to make lines with biccies. Fun and challenging.

YOSH'S SAFARI 69% Issue 23 Fab little racing game with an excellent Super Scope option. Bit too simple, though.

YOUNG MERLIN 78% Issue 25 Walk around a magical landscape collecting stuff... For a long time!

ZELDA II: A LINK TO THE PAST 93% Issue 11 Fantastic adventure that's big, atmospheric, and very tough. A real laster.

ZOMBIES 92% Issue 22 Fabulous-looking game with addictive blasting and exploring action, lots of baddies and lashings of humour.

Game Boy

ADDAMS FAMILY 52% Issue 7 A tough challenge, but it's all a bit plain. More pukey than ooky.

ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT 78% Issue 19 Unoriginal platform formula, but it's big, tough, playable and addictive.

ADVENTURE ISLAND 56% Issue 9 Loads of levels and smooth, clear graphics. Unfortunately lame gameplay, though.

ADVENTURE ISLAND 2 40% Issue 19 Dull, simple and easy platformer. You'll finish it in a few days.

THE ADVENTURES OF ROCKY AND BULWINKLE 39% Issue 13 One of the naifest platform collect 'em ups ever to hit the Game Boy.

ALFRED CHICKEN 85% Issue 17 A classic-looking yet original game, with fab graphics and superb design.

ALIEN 83% Issue 17 Big, eerie and rock 'ard arcade adventure. Much better than the movie.

ALIEN VS PREDATOR 79% Issue 25 A pleasant surprise after all the hassle with the SNES version.

ZOMBIES 92% (Issue 22)

There's no original gameplay here. But it's fast, full of action, and the graphics are so funny you'll die laughing!

ALIEN 3 90% (Issue 18)

The graphics and sound are better than in the movie. A tad easy, but the shooting action makes you go back for more!

DESERT STRIKE 88% (Issue 13)

A converted Mega Drive classic. It's a tricky though rewarding mix of strategy and shoot 'em up action. But isn't the whole thing in poor taste?

Game Boy guide: the best of '93

ZELDA IV 97% (Issue 23)

It costs only £25 and is the best Game Boy game yet. Brilliantly designed characters and backdrops, atmospheric sound, and engrossing gameplay.

TOP RANKING TENNIS 92% (Issue 21)

This is a test of joystick skills. A league and two-player option keep you at it. The animation is good and there's some irritating sampled speech.

BATTLE OF OLYMPUS 90% (Issue 19)

Brilliant role-playing classic. Excellent design, superb graphics and a huge playing area. A tough challenge.

LEMMINGS 90% (Issue 14)

Look after the critters, get them across the screen to safety and sacrifice as few as possible. Buy this game and give up your freedom!

► **RODLAND** 90% (Issue 19)
Great conversion of the arcade platformer. A cinch to get in to and lots of fun. Neat, if titchy, graphics and oodles of levels.

BATMAN - THE ANIMATED SERIES 89% (Issue 24)



Fantastic graphics, with loads of detail and great music. It's a vast platform beat 'em up, which starts out easy, but gets progressively tougher.

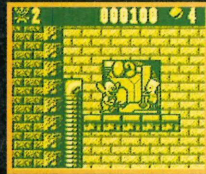
DR FRANKEN 2 89% (Issue 20)
A bit risky to get into. Lovely graphics with smooth animation and atmospheric sound. A bit wandery though.

BATTLETOADS IN RAGNAROKS WORLD 88% (Issue 24)



Loads of games packed into a classy cart. Great graphics and sound complement some seriously challenging gameplay.

KRUSTY'S FUN HOUSE 84% (Issue 13)



Krusty has a house infested with rats. You must get rid of them. It's a bit like Lemmings, but looks a whole lot funnier.

ALIEN 3 83% (Issue 17)
A smashing arcade adventure. Not great on the graphics and sound front, but loads of action. It's long and tough.

NES guide: the best of '93

PARASOL STARS 91% (Issue 13)
A bizarre platform game, with cartoony graphics and cute characters. An addictive game which is sure to keep you glued to your NES for some time to come.

COSMIC SPACEHEAD 91% (Issue 24)
An adventure game, which requires brains and patience. There's enough arcade stuff to give you a sore thumb!

THE FLINTSTONES 53% Issue 18
This cartoony platformer is very neat but it's got one serious flaw - it's far too easy.

FOOTBALL INTERNATIONAL 70% Issue 8 A second-division game. With only one player it gets dull very quickly.
FORTIFIED ZONE 68% Issue 4 With only four levels this mazy blaster won't entertain for long.
FORTRESS OF FEAR 84% Issue 2 A platform collect 'em up with good gameplay but no passwords.
GARFIELD 45% Issue 22 Garfield is a pretty cool dude but this platform puzzle is bland and unimaginative.
GARGOYLE'S QUEST 76% Issue 3 Variety, challenge and good looks. This needs brainpower and reflexes.
GAUNTLET 2 41% Issue 3 A faithful conversion, but it's a bit of a pain on the small screen.
GEORGE FOREMAN'S KO BOXING 20% Issue 14 What can we say? Er... 'Don't buy it!'

GHOSTBUSTERS 2 85% Issue 4 Slick gameplay, and controlling two characters at once makes it different.
GOAL 80% Issue 24 Titchy players and awkward controls make this footy sim very little fun to play.

GOLF 92 Issue 1 Everything you could ask for is here, including two-player link and battery.

GREMLINS 2 82% Issue 2 Great graphics and fun gameplay. Tough but well worth the aggro.

HAL WRESTLING 28% Issue 10 A truly crap wrestling game. You can't even tell the players apart.

HARMONY 69% Issue 11 A tough game, with original puzzling gameplay. Maybe a bit too hard, though.

HIT THE ICE 50% Issue 13 At first this ice hockey sim seems okay, but after a while it gets deathly dull.

HOME ALONE 38% Issue 4 Wander around an empty house and bash a burglar every half hour. Dull.

HOME ALONE 2 57% Issue 16 Slightly better than the Super NES game, but much too easy.

HOOK 88% Issue 6 Fast, smooth graphics and excellent gameplay. Loads of fun.

HUDSON HAWK 35% Issue 10 Looks nice, but the boring gameplay won't last for more than an hour.

HUMANS 60% Issue 23 Boring and slow Lemmings rip-off. It's big and cute, but don't bother.

HUNT FOR RED OCTOBER 40% Issue 5 Loads of levels which look the same but not much like the film.

HYPER LODE RUNNER 84% Issue 2 Classically simple platformer. Sad graphics but huge playability.

ISHIDO 68% Issue 5 Fun to begin with, but not enough variety to last.

JOE 'N' MAC 75% Issue 14 If you're after some raw challenge, this little monster will keep you going.

JORDAN VS BIRD 71% Issue 11 Three-in-one basketball sim which is sometimes annoying but usually fun.

JURASSIC PARK 70% Issue 23 Smart enough collect 'em up, but spoilt by some dreadful touches.

KID DRACULA 80% Issue 18 Cute platformer aimed at a younger market but still worthwhile for oldies.

KID ICARUS 68% Issue 11 An engaging little platformer, but it's all a bit samey. You'll soon get bored.

KILLER TOMATOES 79% Issue 9 A silly scenario but quite a fab game. Big levels and oodles of action.

KING OF THE ZOO 87% Issue 1 Entertaining ball-rolling bash 'em up. Cute looks and masses of playability.

KIRBY'S DREAMLAND 39% Issue 12 An original idea, and it looks pretty, but it's far too easy. Shame.

KRUSTY'S FUN HOUSE 84% Issue 13 A well-done puzzle with simple design but tons of gameplay.

KWIRK 78% Issue 1 Fiendishly hard but incredibly playable puzzler.

LANBORGHINI 85% Issue 23 Simple and unoriginal, but still playable, fast and fun.

LAST ACTION HERO 59% Issue 25 Platform beat 'em up featuring good visuals and crap gameplay.

LAWNMOWER MAN 85% Issue 25 Enjoyable licence with loads of sub-games and amazing 3D graphics.

LETHAL WEAPON 41% Issue 18 A beat 'em up with poor control and boring action. More like Water Pistol.

LEMMINGS 90% Issue 14 The graphics are a bit dodgy but this is still as fun and addictive as ever.

THE LITTLE MERMAID 45% Issue 17 This swimmie game is too easy and too cute for all but the youngest players.

LOONY TUNES 80% Issue 13 Annoying scrolling levels, but brilliant animation and great action.

MCDONALDLAND 66% Issue 14 Fun for a while, but frustrating in the long run and desperately unoriginal.

MARBLE MADNESS 31% Issue 4 Graphically great and very playable, but it's too small and too dated.

MARIO AND YOSHI 80% Issue 15 Fantastically simple, but guaranteed to draw you in and not let you go.

MAX 57% Issue 14 An average platformer with some nice ideas but disappointing graphics.

MEGA MAN 3 83% Issue 16 A challenging blast which is nothing new but still addictive and fun.

MERCENARY FORCE 54% Issue 9 Tough, difficult but ultimately tedious scrolly lefty-righty game.

METROID 2 66% Issue 8 Too big, empty and bland. Not enough action.

MICKEY MOUSE/BUGS BUNNY 2 80% Issue 14 Yes, they're the same game. A pretty and fairly varied platformer which is sneakily addictive.

MICKEY'S DANGEROUS CHASE 38% Issue 9 A non-eventful, sad excuse for a platformer.

MINER 2049ER 25% Issue 18 Primary-school graphics and probably the worst gameplay ever on the GB.

MISSILE COMMAND 49% Issue 7 Poor control method and lame visuals mean this falls short of the target.

MORTAL KOMBAT 59% Issue 21 Nice try, but let down by animation and controls.

MOTOCROSS MANIACS 91% Issue 6 Fast 'n' furious action makes this race 'em up totally addictive.

MOUSETRAP HOTEL 47% Issue 13 Sad platformer (starring Mickey Mouse) with an uncontrollable character and repetitive gameplay.

MR DO 80% Issue 10 High-perfect conversion of the highly addictive and cerebral maze-muncher.

MYSTERYUM 79% Issue 11 Adventure-cum-maze game with added shooting which works well.

NAIL 'N' SCALE 32% Issue 10 A tedious puzzle game which is more annoying than challenging.

NAVY SEALS 79% Issue 2 Run-along-and-shoot 'em up with good blasting gameplay.

NBA BASKETBALL 35% Issue 20 Nobby basketball sim that's unlikely to thrill even hardcore fans.

NERFHERS 92% Issue 2 If you like classy blasters then add this one to your collection immediately.

NERFHERS 2 93% Issue 12 Just as brilliant as its predecessor. Tough but intensely playable.

NIGEL MANSELL 73% Issue 23 Some good graphics and gameplay, but too realistic to be any fun.

NINTENDO WORLD CUP 64% Issue 1 More oddball than football. This game looks interesting but, sadly, lacks excitement.

OTHELLO 92% Issue 2 Wipes the dust off the ancient board game and brings it bang up to date.

OUT TO LUNCH 50% Issue 25 Dodgy and badly repetitive platform collect 'em up.

PACMAN 51% Issue 7 Basic game-play and fiddly control. Things ain't what they used to be.

PANG 78% Issue 24 Conversion of the bubble-bursting coin-op, with 40 levels and a two-player option.

PAPERBOY 77% Issue 3 This game gets a lot of fans. Dunno why - it's as dull as the Sunday Times.

PAPERBOY 2 50% Issue 10 Virtually identical to the first game and just as lame.

PARASOL STARS 92% Issue 11 Don't let the cute looks fool you - this arcade's tough and very playable.

PARODIUS 83% Issue 10 A standard shooter at heart, but it looks fab and is plenty of fun.

PINBALL DREAMS 32% Issue 23 Oh dear. Lousy graphics, lame gameplay and only three tables. Pinball nightmare, more like.

PIT FIGHTER 27% Issue 10 This has a massive five opponents and a grand total of three fighters. Hmm.

POPEYE 2 82% Issue 15 Honest little platformer with no frills but fast graphics and good gameplay.

POPULOUS 70% Issue 19 A good attempt, but too awkward and too complex for the 'Boy.

POP-UP 61% Issue 14 Basic, five-minutes-at-a-time puzzle game, but jolly enough in its own way.

POWERPAWS 34% Issue 20 Unoriginal and easy puzzle game with lots of tedious block-shifting antics.

PRINCE OF PERSIA 83% Issue 8 A bit superficial, but well-designed, nice-looking and great fun to play.

PRINCE VALIANT 71% Issue 14 An absorbing and playable bash 'em up. Best by far as a head-to-head.

PROTECTOR 92% Issue 8 Would-be Arnie's won't find a better blaster on the Game Boy than this.

PROPHECY 51% Issue 11 Big and varied platform game, but it's too tough and the action's patchy.

THE PUNISHER 49% Issue 14 Similar to Operation Wolf but too repetitive and too annoying.

Q*BERT 80% Issue 7 Just another platform puzzler, but the gameplay is timeless and addictive.

QIX 81% Issue 3 Guide a ship around, filling the screen as you go. Weird but worth a look.

RAGING FIGHTER 52% Issue 20 Beat 'em up with nice big sprites but dull action and not enough moves.

RACE DRIVER 88% Issue 19 Forget the dire Super NES game - this is one of the best GB races ever!

RADAR MISSION 53% Issue 3 This is just like that old pen 'n' paper war game, Battleships. Hmm.

RAIMPARTS 59% Issue 22 Weird puzzler-cum-war game which gets impossible after a while.

THE REN AND STIMPY SHOW 30% Issue 19 You'd have to be really stupid to buy this game.

THE RESCUE OF PRINCESS BLOETTE 55% Issue 2 Just as dull and aimless as the NES version.

REVENGE OF THE GATOR 85% Issue 1 Ace pinball sim with smooth graphics and fab arcade features.

ROAD RASH 29% Issue 22 Basic race game with badly designed graphics and clumsy controls.

ROBOCOP 60% Issue 19 Better than both the Super NES and Game Boy versions, but still lacks content.

ROBOCOP 74 Issue 1 Entertaining and challenging enough, but too slow to be brilliant.

ROBOCOP 2 86% Issue 10 Unoriginal, but it's got nice graphics, great tunes and nifty sub-games.

ROBIN HOOD 74% Issue 15 Great graphics and lots of slashy bits, but if you don't like RPGs, forget it.

RODLAND 90% Issue 19 Simple design but fun and engrossing platformer gameplay.

R-TYPE 86% Issue 1 A classic shoot 'em up with great graphics and plenty of frantic blasting.

R-TYPE II 68% Issue 14 Technically even better than its predecessor, but falls down on account of its lifespan.

SENSIBLE SOCCER 70% Issue 25 A tricky game to do on the GB. Brave attempt, with a good two-player mode.

SIDE POCKET 59% Issue 1 This pool game's okay with two players but is otherwise disappointing.

SKATE OR DIE (BAD 'N' RAD) 76% Issue 2 Sufficiently different to the NES original to be rather good.

SNEAKY SNAKES 58% Issue 4 The GB version of NES Snake, Rattle 'n' Roll, but it's only 2D and a bit dull.

SNOOPY'S MAGIC SHOW 71% Issue 6 With simple graphics, this is great on the move. Too easy, though.

SOCCER MANIA 13% Issue 11 A very sad soccer sim, with appalling control and indistinguishable players.

SOLAR STRIKER 72% Issue 1 A playable top-to-bottom shooter, but let down by crude visuals.

SOLOMON'S CLUB 93% Issue 7 Stunning puzzle game which brain-boxes and arcade fans alike will enjoy.

SPEEDBALL 2 51% Issue 16 A poor version of the classic game. It's too slow and the targets are unclear.

SPEEDY GONZALES 72% Issue 22 A decent game with lots of nice touches, but it's not very challenging.

SPIDER-MAN II 69% Issue 9 A playable little platformer, but not really of superhero proportions.

SPIDER-MAN III 70% Issue 19 Dull platform blaster which looks unoriginal and plays badly.

SPLITZ 83% Issue 20 Bored with Tetris? Then get this. It's the most addictive puzzler for a long time.

SPOT: THE COOL ADVENTURE 66% Issue 18 Have you ever played McDonaldland? Well, this is exactly the same, i.e. very average.

STARHAWK 65% Issue 19 Same blasting formula as Nemesis, but with nowhere near the same excitement.

STAR SAVER 34% Issue 7 A tedious game with weedy visuals and formulaic gameplay.

STAR TREK 57% Issue 10 This has loads of levels and nice graphics, but the gameplay's lame.

STAR WARS 80% Issue 12 Big and tough, just like the NES shooter.

SUPER HUNCHBACK 90% Issue 7 Brilliantly animated platformer with dreamy gameplay and loads of extras.

SUPER KICK OFF 77% Issue 6 Quite simply the best footy game available for the Game Boy.

SWAMP THING 21% Issue 14 Poor excuse for a platformer, despite its environmental message.

SUPER MARIO LAND 94% Issue 1 A cracking play, with all the class of its full-size counterparts.

SUPER MARIO LAND 2 70% Issue 12 This has all the usual Mario stuff, but it's not really up to scratch.

SUPER OFF ROAD 16% Issue 13 Even weaker than the SNES game. Slow, uncontrollable and frustrating.

SUPER RC PRO-AM 87% Issue 1 Great fun for four players but gets tiresome if you're on your own.

TAIL 'GATOR 86% Issue 11 A brilliant little arcade platformer. The levels are varied and it looks ace.

TALE SPIN 63% Issue 18 A shoot 'em up featuring Baloo the bear. Fun for a while but soon gets boring.

TAD-MANIA 55% Issue 24 A load of old tat. It's virtually identical to Edd The Duck, but not as good.

TECMO BOWL 62% Issue 22 Good-looking American footy sim which is too haphazard to be fab.

Play Time at TOTAL!

These are the games that have given the team sore thumbs this month.

James has spent the month slaughtering Nazi pigs in Wolfenstein and sneering, "The fight starts here!"

Frank's fave new game is R-Type 3. He got all excited about it, and when we asked why he snarled, "Kill, maim, torture, injure!"

Dane loved R-Type 3 too. But really wishes she could get her hands on some of the snappy Nazi uniforms from Wolfenstein!

Chris's fave is Kirby's Pinball Land. Sadly though, all the flashing, pinging and flipping have taken their toll. The pinball's done him in too.

TENNIS 90% Issue 1 Superb control and perfect graphics. You'll never pick up a racquet again!

T2: THE ARCADE GAME 71% Issue 13 If you can ignore the samey-ness you'll love the action-packed mayhem here.

TERMINATOR 2 80% Issue 3 A neat game with spiffy graphics and all the best bits from the film.

TESSERAEE 80% Issue 24 Fiendish puzzler with echoes of Othello. Three levels and nine different boards.

TINY TOON ADVENTURES 89% Issue 9 A very playable platformer with some of the cutest graphics ever.

TIP OFF 78% Issue 13 Unoriginal basketball sim that does the job.

TITUS THE FOX 71% Issue 16 An average platformer, but the two-player link-up option is nice.

TOM AND JERRY 65% Issue 24 Tragic waste of a licence. Tom and Jerry actually co-operate!

TOP GUN: GUTS AND GLORY 60% Issue 15 Easy to learn, with loads of missions but poor air combat.

TOTAL CARNAGE 61% Issue 24 Even more disappointing than the Super NES conversion.

TOP RANKING 92% Issue 21 Not as jolly as GB Tennis, but it has the edge in terms of gameplay.

TRACK AND FIELD 64% Issue 20 Decent version of the classic athletics sim, but only for button-bashing fans.

TRACK MEET 64% Issue 9 Well-designed athletics sim which has nothing new to offer but is still fun.

TRAX 32% Issue 10 A blaster with almost no action. Sad.

TUMBLEPOP 30% Issue 20 Dull platformer with a dodgy storyline. Get Rodland instead.

TURN AND BURN 80% Issue 15 A feature-packed, realistic flight sim with clean and detailed graphics.

TURRICAN 79% Issue 5 Massive and very challenging shoot 'em up. Almost as slick as on the NES.

TURTLES: FALL OF THE FOOT CLAN 91% Issue 1 A great beat 'em up, especially if you're a Turtles fan.

TURTLES 2: BACK FROM THE SEWERS 84% Issue 6 A fine sequel to the first game, with more variety and a tougher mission.

TURTLES 3: RADICAL RESCUE 78% Issue 25 Smart scrolling beat 'em up. Big and bee-yoo-tiful.

ULTIMA 84% Issue 12 It's a bit too easy to die, but this is a huge RPG which you'll want to finish.

WAVE RACE 70% Issue 16 Not the best racer ever, but the addition of water makes it interesting.

WORDTRIS 44% Issue 16 A poor imitation of Tetris, but with words.

WORLD CIRCUIT SERIES 75% Issue 9 A good, playable racing sim. The F1 tracks are fiendishly hard.

WWF SUPERSTARS 49% Issue 4 Beautiful graphics and heaps of neat moves, but it's far too easy.

WWF SUPERSTARS II 44% Issue 11 This has nothing new and is ridiculously uncontrollable.

XENON 2 69% Issue 13 A polished conversion of a classic shooter, but it's looking dated now.

YOSHI'S COOKIE 73% Issue 23 Quite fun to play for an hour or so, but it's just another puzzle game.

ZELDA IV 97% Issue 23 Yes, yes, yes! If you don't own a Game Boy, this is the game to buy it for!

ZEN: INTERGALACTIC NINJA 63% Issue 19 A horizontally scrolling beat 'em up with nice graphics and okay sounds but iffy gameplay.

ZOO! 60% Issue 24 Lame Amiga-esque platformer which is simply not good enough for Nintendo.

4-PLAYER TENNIS 52% Issue 10 A few new ideas, but it's ruined by bad controls and collision detection.

A BOY AND HIS BLOB 55% Issue 2 Original, with nice backdrops, but it's too slow and lacks action.

ACTION IN NEW YORK 69% Issue 12 A tasty blaster, similar to Protobooter but with only five levels.

ADDAMS FAMILY 55% Issue 7 Playable at first but marred by poor collision detection and too-easy levels.

ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT 74% Issue 18 Much more playable than the first game, but

BLUES BROTHERS 30% **Issue 12** Tough, mazy platformer with big, varied levels, but its looks let it down.

BLUE SHADOW 74% **Issue 4** A slick platform hack 'em up. Great backdrops and varied enemies.

BOULDERDASH 90% **Issue 1** Addictive and challenging diamond-collecting, boulder-dodging action.

BUBBLE BOBBLE 86% **Issue 1** Frantic, addictive platform action. An almost perfect arcade conversion.

THE BUGS BUNNY BIRTHDAY BLOWOUT 31% **Issue 4** Jerky scrolling, crap graphics and loud levels.

BUCKY O'HARE 86% **Issue 16** The difficulty level is a bit patchy, but it's a huge, great-looking platformer.

BURAI FIGHTER 77% **Issue 16** A solid blaster with a good mix of mindless blasting and tactical play.

CAPTAIN PLANET 70% **Issue 3** A scrolling shoot 'em up with brilliant animation and a varied challenge.

CAPTAIN SKYHAWK 83% **Issue 1** A superb blast 'em up with smooth graphics and frantic action.

CASTELIAN 71% **Issue 8** Frustrating but enjoyable climb 'em up. Difficult yet compulsive.

CASTLEVANIA 71% **Issue 7** A big, fun game, although you may find the gameplay a little repetitive.

CASTLEVANIA II 61% **Issue 7** More adventure than the first game, but still pretty repetitive.

CASTLEVANIA III 80% **Issue 7** The best of the Castlevania series. A meaty beat 'em up with lots of action.

CAVEMAN 67% **Issue 4** Looks good but plays bad. Repetitive and badly structured.

CHIP 'N' DALE RESCUE RANGERS 81% **Issue 4** Great graphics and fun gameplay. A bit too easy, though.

COOL WORLD 33% **Issue 18** Even worse than the dire film.

COSMIC SPACEHEAD 91% **Issue 24** Tough platform puzzler which looks great and plays well.

CRASH DUMMIES 71% **Issue 19** Nice graphics, but the action is unimpressive and the big levels are a drag.

CRACKOUT 22% **Issue 8** Classic Breakout style, but bad design and stupid additions make it tedious.

DARKWING GED 62% **Issue 23** A highly polished game with some rewarding gameplay but only four levels and some dull touches.

DAYS OF THUNDER 61% **Issue 13** Clever view of the track, but all the races are very boring.

DEFENDER OF THE CROWN 71% **Issue 1** A complex quest which looks interesting but doesn't quite work.

DEFENDERS OF DYNATRON CITY 37% **Issue 12** Basic, boring and crudely all round.

DIE HARD 78% **Issue 7** Looks tatty, but there's a neat game inside. Realistic and engrossing.

DIGGER T ROCK: THE LEGEND OF THE LOST CITY 58% **Issue 1** Colourful graphics and slick animation, but it's deathly dull.

DISNEY'S ADVENTURES 44% **Issue 10** A collection of five badly done sub-games. Basic and glitchy.

DIZZY 90% **Issue 12** Massive, good-looking arcade adventure. Lots of variety, lots of challenge.

DRACULA 60% **Issue 22** Smart graphics and animation, but it's too easy and too unoriginal.

DRAGON'S LAIR 83% **Issue 3** A bit straightforward, but intriguing puzzles and amazing animation.

DONKEY KONG 40% **Issue 5** Two ancient platform games which are showing their age a bit now.

DOUBLE DRAGON II 43% **Issue 14** More dull beat 'em up 'action' from the duff Double Dragon team.

DOUBLE DRAGON III 36% **Issue 11** It's tough, but you'll get bored before you finish it. Repetitive and unoriginal.

DOUBLE DRIBBLE 67% **Issue 17** Simple basketball sim that is enjoyable enough but lacks variety. Strictly for fans of the sport.

DROPTONE 90% **Issue 14** An ideal, but it's a frantic megablast and ideal for a swift pick up 'n' play.

DUCK HUNT 43% **Issue 4** A mildly fun Zapper game. Okay if you get it free with the Action Set but don't buy it separately.

DUCK TALES 69% **Issue 2** Unoriginal, but playable title, with good animation and a beakful of groovy characters.

DUCK TALES 2 55% **Issue 2** A fun playable platformer, which you will complete in an evening. Pity.

ELIMINATOR 90% **Issue 13** Probably the best multi-player game you'll ever see on the Game Boy—simply unmissable!

ELIMINATOR BOAT DUEL 56% **Issue 17** Two-player racer which is fun for a while but ultimately boring.

ELITE 96% **Issue 11** This shooting explore 'em up is old but ace. Huge, absorbing and tough.

EMPIRE STRIKES BACK 85% **Issue 12** Just a platformer at heart, but it's big, good-looking and fun.

FAMAMADU 88% **Issue 13** Zelda-type adventure full of little puzzles. Great to look at and play.

F-15 STRIKE EAGLE 56% **Issue 9** An okayish flight sim, but the graphics and sound are unspectacular.

FERRARI GRAND PRIX CHALLENGE 61% **Issue 9** Some nice ideas but the awkward controls make it too unplayable.

FESTER'S QUEST 14% **Issue 22** A very shoddy game in which you wander around doing very little.

FIREHAWK 80% **Issue 22** Challenging and strategic shoot 'em up, but let down by its graphics.

THE FLINTSTONES 46% **Issue 10** Lovely graphics, but the finicky gameplay makes it too frustrating.

GALAXY SMOKE 52% **Issue 7** Futuristic race and blast 'em up which is absorbing but too hard to control.

GAUNTLET II 88% **Issue 1** Smooth scrolling and over 100 levels. An almost perfect conversion of the arcade game.

GEORGE FOREMAN'S KO BOXING 51% **Issue 15** Looks old and doesn't have enough oomph to compete. Very basic stuff.

GHOSTBUSTERS II 52% **Issue 5** Some decent graphics and varied opponents, but it's far too easy.

GHOSTS 'N' GOBLINS 58% **Issue 20** More of an endurance test than a game of skill. Leave well alone.

GOAL! 39% **Issue 1** Lousy graphics, confusing gameplay and slow action.

GODZILLA 10% **Issue 8** How shall we describe this? Ah yes. Crap, crap, crap, crap. And crap.

GOLF 70% **Issue 21** Crude and conventional sim which is easy to play and good for a laugh.

GREMLINS II 73% **Issue 5** Challenging platform shoot 'em up. Graphics are great, gameplay less so.

GUMSHOE 75% **Issue 4** More like a Mario game than a Zapper one. Fun, but a bit too weird.

HAMMERIN' HARRY 58% **Issue 14** Looks nice and plays well, but it's unoriginal and far too easy.

HIGH SPEED 47% **Issue 8** A pinball game with messy visuals and frustrating gameplay. Very limited.

HOGAN'S ALLEY 64% **Issue 4** Point 'n' shoot action which is fairly entertaining but lacks variety.

HOME ALONE 61% **Issue 16** Looks a real dud at first, but once you get into it you'll find it's quite fun.

HOOK 84% **Issue 6** A neat movie licence with sweet gameplay and bright, clear graphics.

HUNT FOR RED OCTOBER 32% **Issue 7** This waterlogged shoot 'em up gives you lots of weapons but it's too slow and uneventful.

IKARI WARRIORS 59% **Issue 20** Tough shoot 'em up which is too badly designed to be any fun.

IRON SWORD 79% **Issue 13** Aka Wizards & Warriors 2, this has great animation but is too frustrating.

ISOLATED WARRIOR 72% **Issue 1** Fast, furious 3D-ish shooter. Good fun, but the levels drag on a bit.

IVAN 'IRON MAN' STEWART'S SUPER OFF ROAD 54% **Issue 1** Far too easy, but this dirt-track racer is still great fun with friends.

JACK NICKLAUS GOLF 57% **Issue 4** Detailed views and loads of features, but it's too inaccurate.

JACKIE CHAN ACTION KUNG FU 60% **Issue 7** Smooth and smart-looking, but the action is too simplistic.

JAMES BOND JR 79% **Issue 17** Nice graphics and a huge game area, but it's not challenging enough.

JIMMY CONNORS TENNIS 62% **Issue 25** Fast and fluid tennis sim, which is, sadly, way too difficult.

JURASSIC PARK 79% **Issue 23** A nice-looking game which is quite fun to play but a bit slow in places. Not brilliant but not bad either.

KABUKI QUANTUM FIGHTER 71% **Issue 13** Nifty graphics, but the levels are badly designed and it's all rather average.

KICKLE CUBICLE 62% **Issue 4** This novel puzzler has great graphics and sound but it's a bit easy.

KICK OFF 93% **Issue 4** Playable, challenging and fast. Even if you're not into football, this really is a remarkable game.

KIRBY'S ADVENTURE 53% **Issue 23** Lovely-looking platformer with loads of sub-games which, tragically, is far too easy.

KONAMI HYPER SOCCER 83% **Issue 6** Fast and fun, with a good two-player game, but it's a bit easy.

KUNG FU 36% **Issue 13** Tedious beat 'em up with naff controls and lots of walking along.

LEARNINGS 85% **Issue 11** The world's most sadistic puzzle game hits the NES, and it's as addictive and fun as ever.

LETHAL WEAPON 50% **Issue 18** Bad animation and clumsy gameplay. Really second-rate stuff.

LIFEFORCE SALAMANDER 84% **Issue 21** Lovely scrolling shoot 'em up which is really fast and frantic.

LITTLE NEMO 77% **Issue 8** This fun cartoony arcade adventure may be cute, but it's as hard as nails!

LOLO 65% **Issue 8** A decent, challenging puzzler, but it lacks character and is a bit colourless.

LOW G MAIN 94% **Issue 2** A huge, playable and ingenious game, with vast levels and beautiful graphics.

MAMIA MANSION 83% **Issue 3** Fun graphics and clever puzzles make this menu-driven adventure game very playable.

MARBLE MADNESS 56% **Issue 2** An excellent graphic conversion, but with only six levels it's too restricted.

MARIO AND YOSHI 66% **Issue 15** A decent enough puzzler, but it lacks that all-important addictive edge.

MAXIVISION 15% **Issue 10** What a load of rubbish! There are 15 games here and they're all crap.

MCDONALDLAND 77% **Issue 13** Not a particularly original platformer, but it looks okay and is quite playable.

MEGA MAN 68% **Issue 6** An extremely tough platform shooter, with no password system. Beware!

MEGA MAN 2 83% **Issue 6** Not as tough as the first Mega Man, and better all round. Bright, funny and really rather good.

MEGA MAN 3 87% **Issue 10** Better still. Tough gameplay, smooth graphics and lots of baddies.

MEGA MAN 4 88% **Issue 22** Yet another MM game, and this one's the best-designed and most playable yet.

METROID 66% **Issue 20** A big platform arcade romp that would last you a good while if it wasn't so dull.

MICRO MACHINES 92% **Issue 9** This mini racer's fast and fun, with realistic gameplay and brilliant handling.

MIG 29 70% **Issue 21** Challenging cart with two game styles. Fairly fun but too limited.

MISSION IMPOSSIBLE 79% **Issue 4** There's lots of fun to be had with this spy sim if you persevere.

MONSTER IN MY POCKET 69% **Issue 15** It's got the looks, it's got the game, but where's the challenge?

NES OPEN GOLF 86% **Issue 10** Doesn't break any new ground, but manages to be both fun and realistic.

NEW ZEALAND STORY 93% **Issue 5** A stunning arcade conversion from Ocean. Blinkin' fab!

NOAH'S ARK 86% **Issue 16** Non-stop action, huge levels and loads of monsters. A superb platform shooter.

NORTH AND SOUTH 74% **Issue 12** Patchy graphics, but this Civil War game is varied and enjoyable.

OPERATION WOLF 36% **Issue 10** A crap lightgun game which is irritating as well as boring.

PAPERBOY 2 50% **Issue 14** Unoriginal, uncontrollable and badly programmed. Oh, and boring.

PARASOL STARS 91% **Issue 13** Cute, addictive and tough. This great platformer will soon get you hooked.

PIRATES 85% **Issue 16** Atmospheric strategy game that will keep you playing for ages.

PRINCE OF PERSIA 35% **Issue 15** Shoddy animation and awkward controls. Looks very dated now.

PRINCE VALIANT 59% **Issue 14** Mildly engaging for a while, but ultimately too primitive and awkward.

PROBATOR 85% **Issue 4** The NES version of the classic Contra. A frantic and challenging shooter.

PROBATOR II 91% **Issue 14** A superb shoot 'em up which is tough, action-packed and great-looking.

PUNCH OUT 74% **Issue 11** One of the better NES boxing sims, but too basic and simple.

RAD GRAVITY 74% **Issue 14** Looks a bit drab, but it's an intriguing platformer with loads of variety.

RAD RACER 66% **Issue 9** Not bad, but spoiled by average graphics and repetitive gameplay.

RAINBOW ISLANDS 92% **Issue 5** Near-perfect gameplay and brilliantly judged difficulty. Wonderful stuff!

RESCUE: THE EMBASSY MISSION 48% **Issue 5** Sniping, abseiling and lots of tip-toeing, but boy, is it dull.

RC PRO-AM 62% **Issue 15** A weird game which plays really well but lacks depth.

RC PRO-AM II 76% **Issue 17** A racer which can be fun for four players but doesn't involve much skill.

ROAD FIGHTER 44% **Issue 6** Addictive and fun, but looks awful and is far too primitive.

ROBIN HOOD 63% **Issue 14** An RPG-type explore 'em up with minor puzzles and major flicker.

ROBOCOP 56% **Issue 20** One of the better versions, but it's still far too shallow and straightforward to be on anyone's shopping list.

ROBOCOP 66% **Issue 2** A fun stomp-and-blast 'em up, but it's too easy and lacks longevity.

ROBOCOP 2 79% **Issue 10** A brilliant platform shooter, but with infinite continues it's far too tough.

ROBOCOP 3 88% **Issue 13** A tough but intelligent game—brute force is not a good tactic here!

ROBOWARRIOR 21% **Issue 23** A complete waste of time. This game is so dated it should be extinct.

ROLLER GAMES 72% **Issue 2** A good mixture of jumping and punching. Not brilliant, but fun.

RUSH 'N' ATTACK 65% **Issue 22** A decent platform beat 'em up, but it's looking a bit crusty now.

RYGAR 79% **Issue 20** Huge, playable and action-packed arcade platformer, but it's possibly too easy.

SECTION Z 42% **Issue 22** Conventional space shoot 'em up with repetitive gameplay.

SHADOWGATE 74% **Issue 2** Taxing puzzles and plenty of places to visit. It's just a shame you keep dying.

SHADOW WARRIORS 47% **Issue 3** Huge levels and varied graphics, but frustrating and awkward to control.

SILENT SERVICE 75% **Issue 18** A good conversion of a fab strategic sim, but not quite right for the NES.

THE SIMPSONS: BART VS THE SPACE MUTANTS 75% **Issue 18** Lots of humour, but it's tough and there are no passwords.

SKATE OR DIE 52% **Issue 1** This has five sub-games, but none is very good and some really stink.

SKI OR DIE 53% **Issue 2** Just like Skate Or Die—with more white in it.

SMASH TV 82% **Issue 3** Lots of baddies make this a really frantic blaster, but it's a bit too repetitive in the long term.

SNAKE, RATTLE 'N' ROLL 90% **Issue 1** Cracking 3D scrolling collect 'em up with pretty graphics.

SNAKE'S REVENGE 44% **Issue 6** Quite fun to begin with but gets mighty dull after a while.

SOLAR RETNAH: HUNT FOR THE GOLDEN WARPSPHERE 92% **Issue 1** This shooting explore 'em up is one of the best of its kind.

SOLOMON'S KEY 89% **Issue 21** Classic platform puzzler with detailed, colourful graphics and 50 screens.

SOLSTICE 90% **Issue 1** Lovely graphics and slick gameplay make this vast 3D adventure well worth playing.

SPIDER-MAN: RETURN OF THE SINISTER SIX 67% **Issue 15** Not very fast, frantic or, er, thrilling. There are loads of better platformers.

SPY VS SPY 69% **Issue 23** Classic game which will soon get boring.

STREET GANGS 61% **Issue 12** An odd-looking and unspectacular beat 'em up with a few good touches.

SUPER ADVENTURE QUESTS 69% **Issue 19** Four games in one, but only one of them is any good.

SUPER MARIO BROS. 2% **Issue 5** More varied than the first Mario game but not as good as SMB3.

SUPER MARIO BROS. 3 98% **Issue 1** The most stunning platform game you NES will ever see!

SUPER SPORTS CHALLENGE 63% **Issue 17** Good-value four-in-one sports game. Basic, but fun for two players.

SWORDS & SERPENTS 82% **Issue 2** Bland scenery, but the animation and action make up for it.

SWORD MASTER 22% **Issue 7** Probably the most boring NES game ever. Indescribably dreary.

TALE SPIN 59% **Issue 14** Cute and colourful graphics, but it's too fiddly.

TERMINATOR 2 74% **Issue 3** A spiffy little game-of-the-film. Good platform beat 'em up action.

TIME LORD 43% **Issue 1** Five levels of puzzle-solving, time-travelling tedium. Blinkin' awful.

THEY TOON ADVENTURES 88% **Issue 9** A brilliant conversion—this is even more fun than the cartoons.

TO THE EARTH 82% **Issue 4** A proper 3D shooter—but with a Zapper. Best lightgun game around.

TOM AND JERRY 67% **Issue 11** An ordinary and not very inspired platformer. (And where's Tom?)

TOP GUN 69% **Issue 14** Not a techy flight sim but a simplistic shoot 'em up. Fun, but not for long.

TOP GUN: THE SECOND MISSION 66% **Issue 1** Amazingly fast visuals, but too hard to be much fun.

TOTALLY RAD 54% **Issue 8** A skateboarding game which is original and nice-looking, but the difficulty structure is badly designed.

TRACK AND FIELD II 54% **Issue 9** Another complex button-bashing sports sim. For fans of the genre only.

TROG 67% **Issue 3** Looks great and plays well, but it's not hard enough.

TROJAN 52% **Issue 21** Bog-standard scrolling beat 'em up with lots of baddies but few thrills.

TURBO RACING 81% **Issue 9** Nice-looking and smooth-playing. A bit simple, but it will last a while.

TURTLES 68% **Issue 13** Looks a bit tack, but this mixture of maps and bashing plays okay.

TURTLES 2 66% **Issue 6** Lots of action and a few nice touches, but too repetitive and slow-paced.

TURRICAN 77% **Issue 14** Platforms, guns, nasties—Turrican's got 'em all. Unfortunately, it's a bit tiresome.

ULTIMATE AIR COMBAT 82% **Issue 15** The best NES flight sim yet. This will test even the toughest flyers.

ULTIMATE STUNTMAN 90% **Issue 21** Superb arcade romp full of basic but very playable little games.

WIZARDS AND WARRIORS III 76% **Issue 7** Dull to start with, but becomes intriguing and playable.

WWF WRESTLEMANIA 30% **Issue 6** Under the surface this game's a real lightweight, even for WWF fans.

WWF WRESTLEMANIA CHALLENGE 37% **Issue 1** Good graphics and impressive moves, but it lacks challenge or excitement.

WWF STEEL CAGE CHALLENGE 40% **Issue 13** Despite having all of wrestling's big names, this is very dull.

WRATH OF THE BLACK MANTA 42% **Issue 13** Good graphics, but it's unplayable—the hero dies too much!

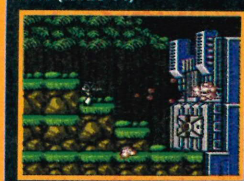
XEVIOUS 58% **Issue 22** Simple, slow and ancient shoot 'em up. May have been worth buying 10 years ago.

THE LEGEND OF ZELDA 78% **Issue 2** A vast but do-able quest, and the task holds your interest until you finish it. A classic.

ZELDA II: THE ADVENTURES OF LINK 82% **Issue 2** The graphics could be better, but there's plenty of action to keep you going.

PROBATOR II

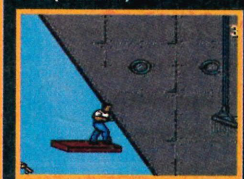
91% (Issue 14)



A slaughterfest shoot 'em up. 'Ard but fair. There're loads of power-ups, it looks great and has a rock soundtrack. There are two different modes, which should keep you coming back for more!

ULTIMATE STUNTMAN

90% (Issue 21)



This is a superb blend of shoot 'em up, puzzles and platforms. Although, at the end of the day, it's all because the lady loves Milk Tray.

DROPTONE

90% (Issue 14)

Remember the arcade classic Defender? Well, this rip-off is no disappointment. It moves smoothly with loads of great explosions, and offers a fast and frantic test for the nerves.

DYNABLASTER

90% (Issue 13)

This is basically your Bomberman, and as such is a damn fine game for up to three players. Clean and sharp graphics, throaty explosions and some great music.

BATTELTODS AND DOUBLE DRAGON

90% (Issue 24)

A winner. Plenty of variety with a scrolling beat 'em up bit, red hot cable action, a hoverbike section and a shoot 'em up. It's no walkover.

SOLOMON'S KEY

89% (Issue 21)

A classic platform puzzler, on a par with Boulderdash and Bubble Bobble. Detailed, slick and colourful graphics. A wonderfully playable game.

MEGAMAN4

88% (Issue 22)



The best game in the series. Well designed with brightly-coloured, smooth-scrolling graphics, jolly tunes, arcadey gameplay and lots to do.

BUCKY O'HARE

86% (Issue 16)

Nightmarish cart with some unreasonably tricky bits. But, they just make it even tougher and more playable! Good looking with loads of action.

A hearty tale



Tori Amos was unavailable for comment, following revelations that Chris Buxton fancied her. Jilted ex-lover, Ashley Judd, would neither confirm nor deny her blooming relationship with Frank O'Connor.

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Dear newsagent

Please keep for me / deliver to my door* a copy of TOTAL issue 27 (March). Cheers.

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Next Month in TOTAL

We slam into action with the greatest Basketball game ever made – **NBA JAM!** This game could change your life forever! Plus, there's a sneak preview of Charles Barkley's Shut Up And Jam! It's hooptastic and it's on sale **Thursday February 17th**. Be there.

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